Roland

E-200/E-100

INTELLIGENT KEYBOARD

Owner's Manual

Thank you for choosing a Roland E-200/E-100 Intelligent Keyboard, a novel instrument with a superior Roland sound source, an intuitive user interface, a USB port, V-LINK compatibility and a host of other useful functions.

To get the most out of the E-200/E-100 and to ensure many years of trouble-free service, we urge you to read through this Owner's Manual thoroughly. To avoid confusion, let's agree to use the word "button" for all keys on the front panel, and use "key" only when referring to the E-200/E-100's keyboard.

Before using this instrument, carefully read the "Important notes" (p. 5). They provide information concerning the proper operation of the E-200/E-100. Be sure to keep this manual in a safe place for future reference.

Features

Superior sound source

The E-200/E-100's sounds are based on full-length (uncompressed) waveforms, which is unique in this price range. This produces vibrant, realistic sounds quite unlike anything you would expect from a budget-friendly arranger keyboard. The E-200/E-100's tone generator is 64-voice polyphonic.

Combined with the new amplification system and Digital Bass Enhancer function, the E-200/E-100 sounds truly amazing, with a clear high end and a powerful low range.

Stylist function

The E-200/E-100 is Roland's first arranger keyboard to sport the acclaimed Cover function found on the DisCover 5 and DisCover 5M. Simply by pressing one of the STYLIST buttons, you can change the orchestration of Standard MIDI Files – and now also of Music Styles.

Flash memory and USB

The E-200/E-100 comes with 84 Music Styles in ROM, 19 additional Music Styles and several Standard MIDI Files. The additional Styles and SMFs reside in the E-200/E-100's Flash memory area, whose contents can be expanded and managed via a USB connection with your PC or Macintosh computer.

New concept

The E-200/E-100 is 19-part multitimbral, with 3 parts that can be played via the keyboard (Main, Split and Dual). The Main part can be used to play melodies or for drumming, while the Split and Dual parts allow you to quickly add a second sound to your solo playing.

Furthermore, the E-200/E-100 provides a new selection routine for Music Styles, Tones, songs, and User Programs: the FAMILY ◄► buttons can be used for selecting specific groups, while the SELECT ◄► buttons allow you to choose a setting within the selected group.

Excellent Arranger

The E-200/E-100 comes loaded with 103 all-new Music Styles prepared by Roland's legendary Style foundry. As usual, several patterns are available (INTRO, ORIGINAL, VARIATION, FILL and ENDING), with additional options via the BAND ORCHESTRATOR buttons.

And much, much more...

A metronome and several educational functions are provided, while three digital effects processors (Reverb, Chorus and MFX) can be used to further enhance the already amazing sound quality.

The E-200/E-100 can play back GM, GM2, GS and XG song data, so that you can virtually use any Standard MIDI File available at your Roland dealer or on the Internet.

Note: The E-200/E-100 supports XG Light and therefore only provides the basic set of compatible functions.

The E-200 is also equipped with a floppy disk drive (2DD/2HD) for data management and importing Music Styles prepared for older Roland arranger instruments.

Have fun!

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠WARNING and ⚠CAUTION Notices

⚠**WARNING**	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠**CAUTION**	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △ symbol alerts the user to important instructions or warnings.The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
	The ⃠ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

⚠WARNING

- Before using this instrument, make sure to read the instructions below, and the Owner's Manual.

- Do not open or perform any internal modifications on the unit.

- Do not attempt to repair the E-200/E-100, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

- Never use or store the E-200/E-100 in places that are:
  - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
  - Damp (e.g., baths, washrooms, on wet floors); or are
  - Humid; or are
  - Exposed to rain; or are
  - Dusty; or are
  - Subject to high levels of vibration.

- This unit should be used only with a rack or stand that is recommended by Roland.

- Make sure you always have the unit placed in such a way that it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces.

- The instrument should only be connected to a power supply of the type described in the operating instructions, or as marked on the adapter supplied with the E-200/E-100.

⚠WARNING

- Do not excessively twist or bend the adapter's power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!

- This instrument, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.

- In households with small children, an adult should provide supervision until the child is capable of following all rules essential for the safe operation of the E-200/E-100.

- Protect the unit from strong impact.
(Do not drop it!)

- Do not force the E-200/E-100's adapter to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.

⚠WARNING

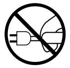
- Before using the E-200/E-100 in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

⚠CAUTION

- The E-200/E-100 should be located so that its location or position does not interfere with its proper ventilation.

- This unit for use only with Roland keyboard stand KS-12. Use with other stands is capable of resulting in instability causing possible injury.

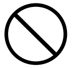
- Always grasp only the plug on the adapter when plugging into, or unplugging from, an outlet or this unit.



- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed out of the reach of children.



- Never climb on top of, nor place heavy objects on the unit.



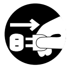
- Never handle the adapter's power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.



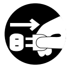
- If you need to move the instrument, take note of the precautions listed below. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.
  - Disconnect the adapter.
  - Disconnect all cords coming from external devices.
  - Remove the music stand.



- Before cleaning the unit, turn off the power and unplug the adapter from the outlet.



- Whenever you suspect the possibility of lightning in your area, disconnect the adapter from the outlet.



- Should you remove screws, make sure to put them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.



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1. Important notes

In addition to the items listed under "" (p. 3), please read and observe the following:

Power supply

- Do not use this instrument on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).
- Before connecting the E-200/E-100 to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- Using the E-200/E-100 near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this instrument or move it further away from the source of interference.
- This instrument may interfere with radio and television reception. Do not use it in the vicinity of such receivers.
- Observe the following when using the unit's floppy disk drive. For further details, refer to "Before using floppy disks (handling the floppy disk drive) [E-200 only]".
  - Do not place the unit near devices that produce a strong magnetic field (e.g., loudspeakers).
  - Install the E-200/E-100 on a solid, level surface.
  - Do not move the unit or subject it to vibration while the drive is operating.
- Do not expose the E-200/E-100 to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the instrument.
- To avoid possible breakdown, do not use the unit in a wet area, such as an area exposed to rain or other moisture.
- Do not allow objects to remain on top of the E-200/E-100. This can be the cause of malfunction.

Maintenance

- For everyday cleaning wipe the E-200/E-100 with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a mild, non-abrasive detergent. Afterwards, be sure to wipe the instrument thoroughly with a soft, dry cloth.
- Never use benzene, thinner, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and data

- Please be aware that all data contained in the instrument's memory may be lost when it is sent for repairs. In certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data. Roland assumes no liability concerning such loss of data.

Additional precautions

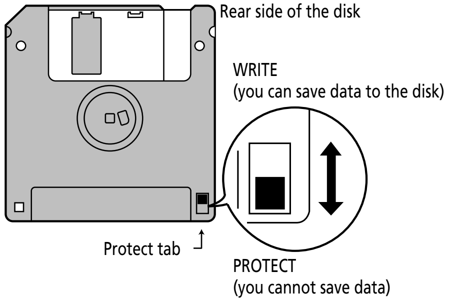
- Please be aware that the memory contents can be irretrievably lost as a result of a malfunction, or the improper operation of the instrument.
- Use a reasonable amount of care when using the instrument's buttons, other controls, and jacks/connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting/disconnecting cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the instrument during normal operation. This is perfectly normal.
- To avoid disturbing your neighbors, try to keep the instrument's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially late at night).
- When you need to transport the instrument, package it in the box (including padding) that it came in. Otherwise, you will need to use equivalent packaging materials, or a flightcase.
- Use only a recommended footswitch (DP-2, DP-6, sold separately). By connecting any other footswitch, you risk causing malfunction and/or damage to the E-200/E-100.
- When the E-200/E-100 is used at excessive volumes, the protection system of its power amplifier stage may come on and mute the speakers. In that case, reduce the volume setting and wait a few seconds.

Before using floppy disks (handling the floppy disk drive) [E-200 only]

- Install the unit on a solid, level surface in an area free from vibration. If the unit must be installed at an angle, be sure the installation does not exceed the permissible range: upward, 2°; downward, 18°.
- Avoid using the E-200 immediately after it has been moved to a location with a level of humidity that is greatly different than its former location. Rapid changes in the environment can cause condensation to form inside the drive, which will adversely affect the operation of the drive and/or damage floppy disks. When the E-200 has been moved, allow it to become accustomed to the new environment (allow a few hours) before operating it.
- To insert a disk, push it gently but firmly into the drive—it will click into place. To remove a disk, press the EJECT button firmly. Do not use excessive force to remove a disk which is lodged in the drive.
- Never attempt to remove a floppy disk from the drive while the drive is operating (the indicator is lit); damage could result to both the disk and the drive.
- Remove any disk from the drive before switching the instrument on or off.
- To prevent damage to the disk drive's heads, always try to hold the floppy disk in a level position (not tilted in any direction) while inserting it into the drive. Push it in firmly, but gently. Never use excessive force.
- To avoid the risk of malfunction and/or damage, insert only floppy disks into the disk drive. Never insert any other type of disk. Avoid getting paper clips, coins, or any other foreign objects inside the drive.

Handling floppy disks [E-200 only]

- Floppy disks contain a plastic disk with a thin magnetic coating. Microscopic precision is required to enable storage of large amounts of data on such a small surface area. To preserve their integrity, please observe the following when handling floppy disks:
  - Never touch the magnetic medium inside the disk.
  - Do not use or store floppy disks in dirty or dusty areas.
  - Do not subject floppy disks to temperature extremes (e.g., direct sunlight in an enclosed vehicle). Recommended temperature range: 10°~50°C (50°~122°F).
  - Do not expose floppy disks to strong magnetic fields, such as those generated by loudspeakers.
  - Floppy disks have a "WRITE" tab which can protect the disk from accidental erasure. It is recommended that the tab be kept in the PROTECT position, and moved to the WRITE position only when you wish to write new data onto the disk.

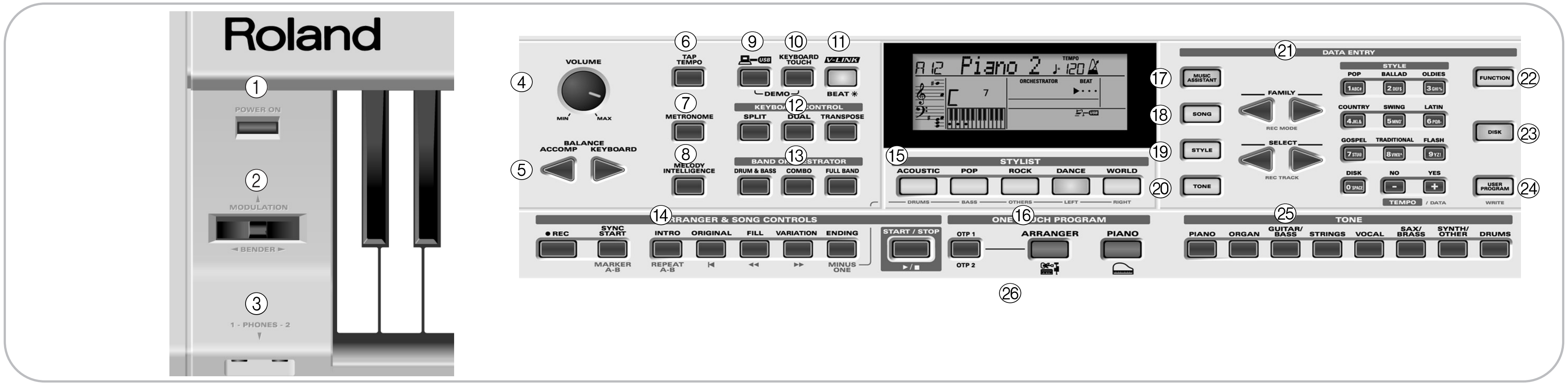


  - Disks containing important performance data for this instrument should always be locked (have their write protect tab slid to the PROTECT position) before you insert them into the drive of another instrument.
  - The identification label should be firmly affixed to the disk. If the label comes loose while the disk is in the drive, it may be difficult to remove the disk.
  - Put the disk back into its case for storage.

Liability and copyright

- Should data contained and stored on a floppy disk be lost, it is unfortunately impossible to restore them. Roland Europe S.p.a. assumes no liability concerning such loss of data.
- Unauthorized recording, distribution, sale, lending, public performance, broadcasting, or the like in whole or in part, of a work (musical composition, video, broadcast, public performance, or the like) whose copyright is held by a third party is prohibited by law.
- Do not use this unit for purposes that could infringe on a copyright held by a third party. Roland assumes no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

2. Panel descriptions



Front panel

① **[POWER ON] button**
Press this button to switch the E-200/E-100 on and off.

② **BENDER/MODULATION lever**
By performing left/right movements, you can bend your solo notes down (left) or up (right). Press this lever towards the rear of the instrument to add modulation (usually vibrato) to the notes you are playing.

③ **PHONES 1/2 sockets [E-200 only]**
This is where you can connect two pairs of optional headphones (Roland RH-25 or RH-50). By doing so, you switch off the E-200's speakers.

④ **VOLUME knob**
Use this knob to set the global volume of your E-200/E-100.

⑤ **BALANCE [ACCOMP] [KEYBOARD] buttons**
Use the BALANCE buttons to change the volume of the corresponding section (accompaniment/song, or the parts you play on the keyboard).

⑥ **[TAP TEMPO] button**
Press this button at least twice to set the Arranger's or Recorder's playback tempo.

⑦ **[METRONOME] button**
This button allows you switch the metronome on and off. Holding it for more than one second calls up a FUNCTION parameter you can set.

⑧ **[MELODY INTELLIGENCE] button**
This button allows you to switch the Melody Intelligence function on/off. Melody Intelligence is a function that adds a harmony part to your melody playing. See p. 27. Holding it for more than one second calls up a FUNCTION parameter you can set for selecting the harmony type.

⑨ **[USB] button**
This button allows you to select the function of the USB port: mass storage (archiving and retrieving settings to/from a computer). See page 47 for details.

Press it together with KEYBOARD TOUCH to select the E-200/E-100's demo function (see p. 10).

⑩ **[KEYBOARD TOUCH] button**
Press this button to switch the keyboard's velocity sensitivity on or off. When it is switched off, you can specify the fixed velocity value that should be used for all notes you play.

⑪ **[V-LINK] button**
Press this button to take advantage of the E-200/E-100's V-LINK functionality for controlling video material via certain performance functions and the right-most keys on the E-200/E-100's keyboard. By using V-LINK-compatible video equipment, visual effects can be easily linked to, and made part of the expressive elements of a performance. By connecting the E-200/E-100 to an optional Edirol DV-7PR or V-4, you can switch images in synchronization with music, or use the E-200/E-100's performance functions or right-most keys to switch clips, control playback speed, etc.

During song and Music Style playback, this button flashes to indicate the tempo and beats (BEAT function).

⑫ **KEYBOARD CONTROL section**
Press the SPLIT button to play different sounds with your left and right hands. Press the DUAL button to play two sounds simultaneously.

Press the TRANSPOSE button to transpose the keyboard (see p. 30).

⑬ **BAND ORCHESTRATOR section**
Press one of these buttons to choose the desired orchestration for the selected Music Style. See page 20.

⑭ **ARRANGER & SONG CONTROLS section**
[SYNC START/MARKER A–B] button: This button performs two functions: In Arranger mode (while using the automatic accompaniment), it allows you to switch the SYNC START function on and off.
In Song mode, it can be used to specify the beginning ("A") and end ("B") of the passage that should be repeated.
The remaining buttons in this section allow you to control Arranger or Recorder playback. See pages 13 and 16.

⑮ **STYLIST section**
The buttons in this section provide access to pre-programmed templates that allow you to quickly modify Music Styles' or Standard MIDI File's character. See page 20.
When the Minus One function is on, these buttons allow you to quickly mute several Standard MIDI File parts (these mute functions are not available while you are using the Arranger function).

⑯ **ONE TOUCH PROGRAM section**
These buttons allow you to quickly configure the E-200/E-100 for use with ([ARRANGER]) or without ([PIANO]) automatic accompaniment. At power-on, the E-200/E-100 selects the PIANO SOLO mode.
Press the [OTP1/OTP2] button to select the desired One Touch settings. These two memories ("1" and "2") contain a number of settings that complement the currently selected Music Style. There are two One Touch memories per Music Style. See p. 26.

⑰ **[MUSIC ASSISTANT] button**
This button allows you to work with pre-programmed registrations (additional User Programs). See p. 26.
Note: Press this button twice in succession ("double-click") so that it flashes to select the desired memory using the numeric buttons.

⑱ **[SONG] button**
This button allows you to select the E-200/E-100's Song mode and to specify that the [INTRO], [ORIGINAL], etc., buttons should be used to operate the on-board Recorder.
Note: Press this button twice in succession ("double-click") so that it flashes to select the desired memory using the numeric buttons.

⑲ **[STYLE] button**
Press this button if you want to select Music Styles. By activating this button, you also specify that the [INTRO], [ORIGINAL], etc., buttons are used for selecting a Style Division, while the numeric buttons can be used to select the desired Style family.
Note: Press this button twice in succession ("double-click") so that it flashes to select the desired memory using the numeric buttons.

⑳ **[TONE] button**
Press this button if you want to use the FAMILY and SELECT ◄► for assigning a sound ("Tone") or Drum Set to the Main, Split or Dual part. See p. 28.
Note: Press this button twice in succession ("double-click") so that it flashes to select the desired memory using the numeric buttons.

㉑ **DATA ENTRY buttons**
FAMILY and **SELECT** ◄► buttons: The FAMILY and SELECT ◄► buttons are used to select Tones, Styles, Music Assistant memories, Songs, and Function parameters. The FAMILY ◄► buttons allow you to select a group. You can press them, hold them, or press one while holding the other to change the scrolling speed.
The SELECT ◄► buttons allow you to choose items within the selected group or family. You can press them, hold them, or press one while holding the other to change the scrolling speed. After selecting the last item of the currently selected group, pressing ► again takes you to the first entry of the following group. Conversely, pressing ◄ again after selecting the first entry of a group takes you to the last entry of the preceding group.

STYLE buttons: These buttons allow you to select Style families and can also be used for entering numbers and characters when writing names. After double-clicking the [STYLE], [TONE], [SONG] or [MUSIC ASSISTANT] button, they also allow you to select the desired memory/entry.
The TEMPO/DATA [NO/–]/[YES/+] buttons allow you to set the arranger or Song tempo and the value of the selected FUNCTION parameter.
Note: The E-100 doesn't have a disk drive. That is why the [DISK] button (disk Style selection) is called [USER STL]. (It allows you to select the Style family of the same name.)

㉒ **[FUNCTION] button**
This button provides access to the FUNCTION menu. You can use the FAMILY and SELECT ◄► buttons to select the desired function.

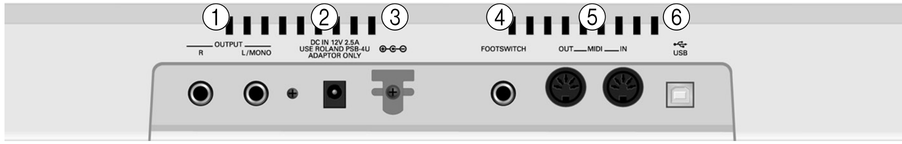
㉓ **[DISK] button [E-200 only]**
Press this button to access the Disk functions. They are used for loading data from floppy, saving data to disk, and managing floppy disks. See p. 48.
Note: You can also save and load data via USB.

㉔ **[USER PROGRAM/WRITE] button**
Press this button whenever you want to select a User Program (a set of registrations). Press and hold it to save the current panel and parameter settings to a User Program. See page 41.

㉕ **TONE section**
These buttons allow you to select the "best" sound of the indicated family (i.e. the "best" piano, organ, guitar/bass, etc. sound). After selecting one of these favorites, you can use FAMILY ◄► and SELECT ◄► to select other families and other Tones within the active family.

㉖ **Disk drive [E-200 only], in the middle below the keyboard (not pictured)**
This is where you insert floppy disks with Standard MIDI Files or Music Styles you may already own. The drive accepts 2DD (720kB) and 2HD (1.44MB) floppy disks.

Rear panel



① **OUTPUT R, L/MONO sockets**

These sockets allow you to connect the E-200/E-100 to your HiFi amplifier, a mixer, a cassette deck, a keyboard amplifier, etc. If the external amplifier is mono, be sure to connect it to the OUTPUT L/MONO socket.

PHONES 1/2 sockets [E-100 only]

(Next to the OUTPUT sockets) This is where you can connect two pairs of optional headphones (Roland RH-25 or RH-50). By doing so, you switch off the E-100's speakers.

② **DC IN socket**

This is where you need to connect the supplied adapter (PSB-4U for the E-200, ACO for the E-100). After connecting the adapter cable, wind it around the cord hook to the socket's right to prevent accidental power failures.

Note: Be sure to only use the adapter supplied with your E-200/E-100. Other adapters may damage your Intelligent Keyboard.

③ **FOOTSWITCH socket**

This is where you can connect an optional DP-2, DP-6, or BOSS FS-5U footswitch that allows you to hold ("sustain") the notes you play with your right hand. It can also be used for controlling other parameters (see "FSW° (Footswitch Assign)" (p. 38)).

④ **MIDI OUT/IN sockets**

Connect the MIDI OUT socket to the MIDI IN jack of your computer (or MIDI instrument) to transfer MIDI data from the E-200/E-100 to the computer or external MIDI instrument. Connect the MIDI IN socket of the E-200/E-100 to the computer's MIDI OUT jack to receive data from the computer.

⑤ **USB port**

The USB port can be used for archiving purposes with a computer.

3. First steps

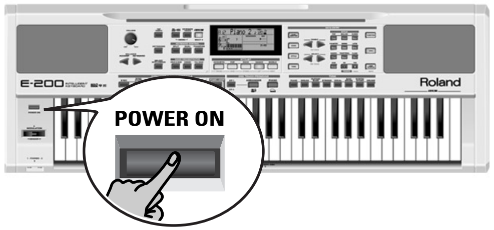
Setting up

The first thing you need to do is connect the supplied PSB-4U (E-200) or ACO (E-100) adapter to a suitable wall outlet.

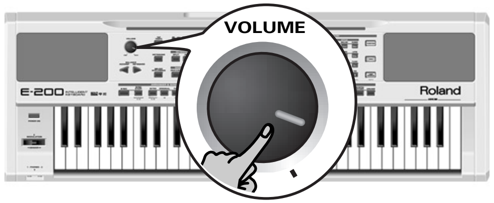
(1) Unpack the E-200/E-100 and place it on a stable surface.

(2) Connect the small end of the adapter cable to the E-200/E-100's DC IN jack, and the other end to a suitable wall outlet.

(3) Press the [POWER ON] button to switch on the E-200/E-100.



(4) Use the [VOLUME] knob to set the E-200/E-100's output volume.



Note: When the E-200/E-100 is used at excessive volumes, the protection system of its power amplifier stage may come on and mute the speakers. In that case, reduce the volume setting and wait a few seconds.

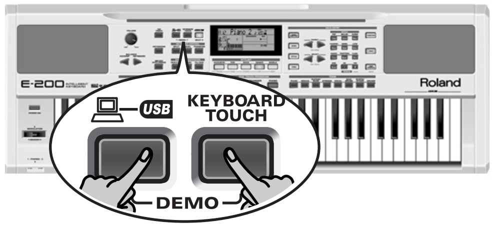
(5) Press [POWER ON] again to switch the E-200/E-100 back off again.
If you wish to connect the E-200/E-100 to a keyboard or HiFi amplifier, do so before performing step (3) and switch on the amp before performing step (4).

Demo songs

Your E-200/E-100 comes with 1 song demo, 8 Tone demos, various Style demos, and 1 Stylist demo.

- The **song demo** illustrates the possibilities of the E-200/E-100 as a whole.
- **Tone demos** show off the E-200/E-100's amazing sound quality.
- **Style demos** give you an impression of the quality of the on-board Music Styles.
- The **Stylist demo** shows you how easily the orchestration of a Music Style can be changed.

(1) Hold down the [USB] button while pressing [KEYBOARD TOUCH].



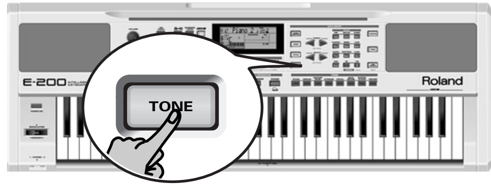


(2) If necessary, use the [VOLUME] control to change the playback volume.

(3) Press [START/STOP] to stop playback.

Playing back a Tone demo song

(1) Press the [TONE] button.
Playback of the Tone demo song starts automatically.

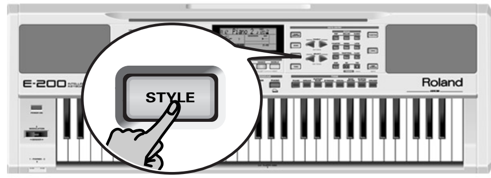


You can now press [START/STOP] to stop playback of the currently selected Tone song. If you press this button again, the next Tone demo song will be played back.

(2) Press [START/STOP] to stop Tone demo song playback.

Playback of a Style demo song

(1) Press the [STYLE] button.



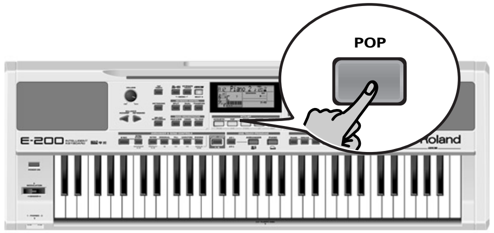


Playback of the Style demo song starts automatically.
You can now press [START/STOP] to stop playback of the currently selected Style demo song. If you press this button again, the next Style demo song will be played back.

(2) Press [START/STOP] to stop Style demo song playback.

Playback of a Stylist demo song

(1) Press one of the STYLIST buttons to select a Stylist demo song.





Playback of the Stylist demo song starts automatically.

(2) Use the STYLIST buttons to select other Stylist settings. This is not really necessary, as the E-200/E-100 changes them automatically during this demo.

(3) Press START/STOP to stop Stylist demo song playback.

Leaving the Demo mode

(1) Hold down the USB button while pressing KEYBOARD TOUCH to leave the Demo mode.

Playing without accompaniment

When you switch on the E-200/E-100, it select the PIANO SOLO mode. This means that you can use the E-200/E-100 like a digital piano, or a synthesizer.

The accompaniment function (called “Arranger”) and ONE TOUCH button are not available in PIANO SOLO mode, while only the Main part is active.

The E-200/E-100 provides three parts for your live playing (and many more for Arranger backing and Song playback):

Main	As its name suggests, this is the most important part. As long as the Split part is off, the Main part is assigned to the entire keyboard.
Split	When you switch on this part, it is assigned to the left half of the keyboard, while the Main part can be played with your right hand.
Dual	This part can be added to the Main part and is also assigned to the entire keyboard. This allows you to play two sounds simultaneously.

Using the Main part

(1) To activate the Main part and assign it to the entire keyboard, press the PIANO button.



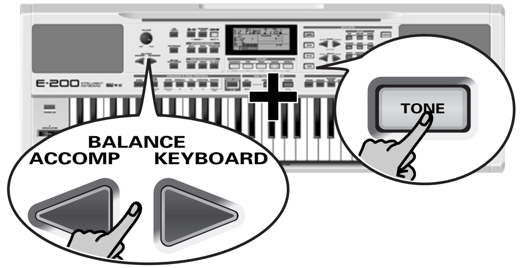
The ARRANGER icon disappears, the Arranger stops (if it was playing), and the E-200/E-100 automatically selects a piano sound for you.

(2) Play a few notes on the keyboard.

(3) If necessary, select another sound by pressing one of the 8 TONE buttons. See p. 28 for details.



(4) If necessary, you can hold down the TONE button and use BALANCE ACCOMP (softer) or KEYBOARD (louder) to change the Main part’s volume.



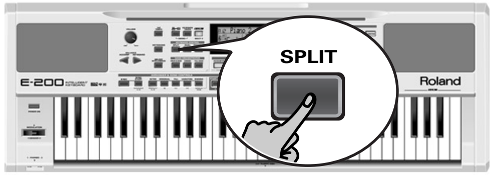
Note: Unlike previous Roland arranger instruments, the E-200/E-100 no longer distinguishes between “melodic” parts and a Manual Drums part. You can therefore also play a Drum Kit with the Main part.

Note: You can also press the START/STOP button to add a rhythm accompaniment to your playing. This is based on the currently selected Music Style. See p. 14 for how to select a different one.

Note: See p. 13 and “Automatic playback start (Sync Start)” (p. 14) for other ways to start Music Style playback (the drums, that is).

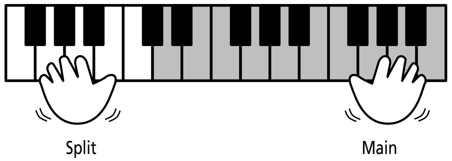
Using the Main and Split parts

(1) If you wish to play different sounds with your left and right hands, press the [SPLIT] button.



The SPLIT icon appears and the E-200/E-100 now automatically selects a sound for the Split part that complements the sound assigned to the Main part.

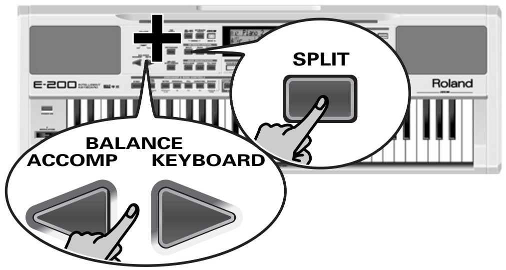
(2) Play a few notes on the keyboard.



At first, the keyboard is split at the C4 (note number "60"). If necessary, you can select a different split point. See "KeySplit* (Split point)" (p. 38).

To change the balance between the Main and Split sounds, proceed as follows:

(3) Hold down the [SPLIT] button and use BALANCE [ACCOMP] (decrease) or [KEYBOARD] (increase) to change the Split part's volume.



(4) To assign another sound to the Split part, hold down the [SPLIT] button and proceed like for the Main part (page 11).

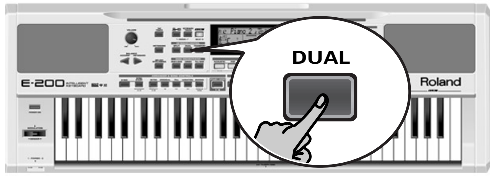
Alternatively, press and hold one of the eight TONE buttons (Main part) while pressing another TONE button (Split part).

Note: You cannot assign Drum Kits to the Split part.

Note: You can also add a monophonic bass part ("Auto Bass") to the Split part. See "Auto Bass*: status and volume" (p. 39).

Using the Main and Dual parts

(1) If you wish to play two sounds simultaneously, press the [DUAL] button.



The DUAL icon appears and the E-200/E-100 now automatically selects a sound for the Dual part that complements the sound assigned to the Main part.

You can also activate the Dual mode by holding down one of the eight TONE buttons while pressing another. The first TONE button's sound is then assigned to the Main part, while the second sound is assigned to the Dual part.

(2) Play a few notes on the keyboard.

To change the balance between the Main and Dual sounds, proceed as follows:

(3) Hold down the [DUAL] button and use BALANCE [ACCOMP] (decrease) or [KEYBOARD] (increase) to change the Dual part's volume.

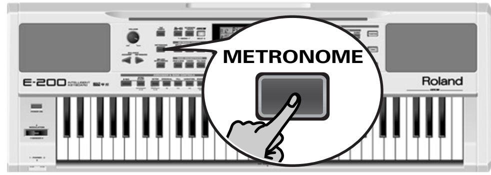
(4) To assign another sound to the Dual part, hold down the [DUAL] button and proceed like for the Main part (page 11).

Note: You cannot assign Drum Kits to the Dual part.

Using the metronome

You can switch on the metronome when practising a new song.

(1) Press the [METRONOME] button.



The metronome icon appears in the display and you hear the metronome sound.

(2) Press and hold [METRONOME] to select the Metro TS function.

(3) Use the [NO/–]/[YES/+] buttons to set another time signature.

The possibilities are: 1/4, 2/4, 3/4, 4/4, 5/4, 6/4, 6/8, 9/8.

(4) Press another "big" button in the DATA ENTRY section to leave this function.

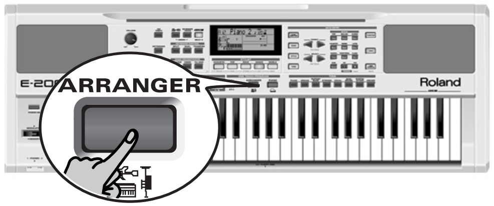
(5) Press the [METRONOME] button again to switch the metronome off.

4. Playing with accompaniment (Arranger)

Let us now take advantage of the E-200/E-100's accompaniment function. This function is called "Arranger".

Starting/using the Arranger

(1) Press the ARRANGER button.



The ARRANGER icon appears in the display and the keyboard is split into two halves. The keys you press in the left half are used to specify the key of the accompaniment. The **right half** of the keyboard allows you to play a **tune** to the accompaniment.

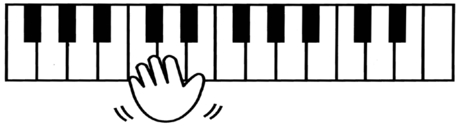
This also switches on the Sync Start (see p. 14), Intro (see p. 13) and OT1 functions.

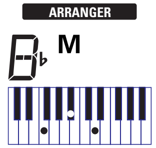
(2) Press the START/STOP button (or play a note/chord with your left hand) to start Arranger playback.

The V-LINK button now flashes to indicate the tempo and beats (BEAT function).

Note: If the ARRANGER icon is displayed (and if you switched off the Sync Start function), playing in the left half of the keyboard while the Arranger is stopped, will sound a stereo string sound (to which you can add a monophonic bass sound, see "Auto Bass*: status and volume" (p. 39)). The left half of the keyboard is thus not muted (like on previous Roland arranger instruments). This "EP Chord" function can be switched off, however (page 39).

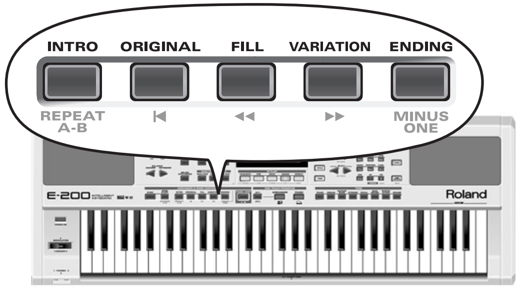
(3) Play a chord (or just one note) with your left hand.





(4) Play another chord (or note) to change the Arranger's key.

(5) Press the following buttons to use other patterns of the currently selected Music Style:



These buttons select Music Style "patterns". The icon corresponding to the button you press appears in the display.

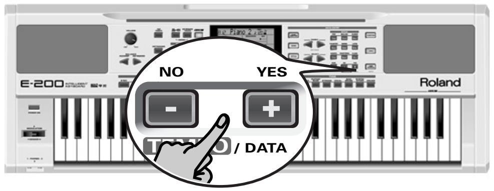
Also, the ARRANGER chord field in the display indicates the name of the chord you played last. This chord is used by the accompaniment.

As soon as you feel comfortable with the Arranger, you should try to play a melody with your right hand while using your left for specifying Arranger chords.

Button	Function
INTRO	Playback of an introduction. This is automatically switched on when you press the ARRANGER button while the Arranger is stopped.
ORIGINAL	Simple accompaniment version.
FILL	Transition ("Fill In") to VARIATION or ORIGINAL.
VARIATION	Slightly more complex accompaniment version.
ENDING	Phrase that indicates the end of the song. Use this button instead of START/STOP to stop playback.

Changing the tempo

(6) Use the TEMPO/DATA buttons to decrease ([–]) or increase ([+]) the tempo (if necessary).



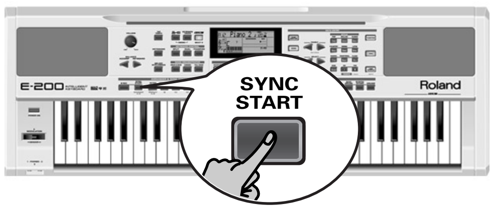
To return to the Music Style's default tempo, simultaneously press [–] and [+].

You can also press the [TAP TEMPO] button several times at the desired tempo.



Automatic playback start (Sync Start)

Press [SYNC START] (if the SYNC START icon is not yet displayed). "Sync Start" means that the Arranger starts playing back the selected Music Style as you play a note or a chord with your left hand (to the left of the split point).



Note: This function is automatically activated when you press the [ARRANGER] button while Style playback is stopped.

Stopping Arranger playback

(7) Press [START/STOP] again to stop playback.

You can also press [ENDING]. In that case, you first hear an ending phrase. When it is finished, Arranger playback stops automatically.

Selecting Music Styles

The E-200 provides three memory areas for Music Styles (the E-100 has two):

USER STL: (Memory 000) This is where a Music Style loaded from the Flash memory or floppy disk (MSA, MSD and MSE series, optional [E-200 only]) is temporarily stored. The data in this RAM memory are erased when you switch off the E-200/E-100. (The E-100 doesn't have a floppy disk drive.)

POP (001~019), BALLAD (020~031), OLDIES (032~041), COUNTRY (042~046), SWING (047~053), LATIN (054~063), GOSPEL (064~068), TRADIT (069~078): These are the Style families in the E-200/E-100's internal ROM memory. These Styles cannot be erased (but you can modify them in realtime using the Stylist and Band Orchestrator functions, see pages 20 and 20).

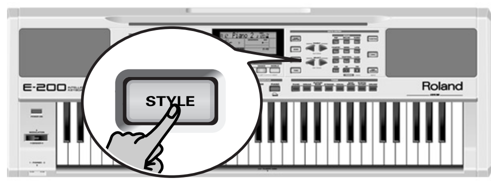
FLASH: (Memories 101~199) This is a Flash area inside the E-200/E-100 that already contains 16 Styles when the E-200/E-100 is shipped. You can expand the number of Styles in this area by copying more Styles from your computer (via USB) or by saving the Styles loaded from disk [E-200 only]. There are 99 Flash memory slots in all, but the actual number of Styles you can save there depends on the data size of the Styles.

[E-200 only] DISK: (Memories 201~…) This area refers to a floppy disk you inserted into the E-200's drive. The number of available Styles depends on the floppy disk, of course. The Style you select is transferred to the E-200's USER STL memory (see above), which is why it takes a little longer before you can use it. (You could, however, save it to a Flash memory, see p. 45.)

(1) Press the [ARRANGER] button.

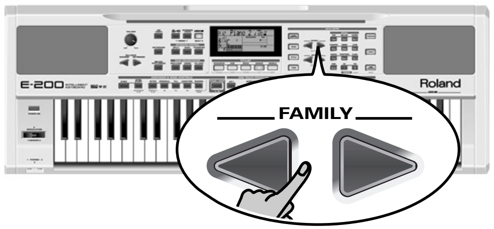
Check whether the ARRANGER and a INTRO ORIGINAL FILL VARIATION ENDING icon are displayed.

(2) Press the [STYLE] button.



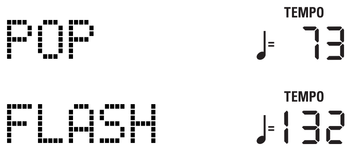
(3) If you want to use a style on floppy disk [E-200 only], insert the disk into the drive.

(4) Use FAMILY ◄► or the STYLE buttons to select the memory area that contains the desired Music Style.

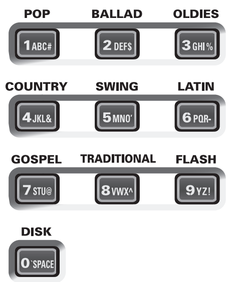


The FAMILY buttons allow you to jump to the desired "family" (which also include the Flash and USER STL areas).

The display now shows the name of the selected family.



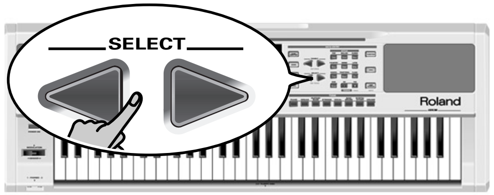
(5) Use the STYLE buttons to select an internal (or the DISK) family:



If you use these buttons, the family name is not displayed. Instead, you will see the name of the first Style within the selected family. Here is an example: if you press the BALLAD button, the display will show "020 PianoBall".

Note: On the E-100, the [DISK] button is called [USER STL]. It allows you to select the family of the same name.

(6) Use SELECT ◄► to specify the desired Style within the selected group.



The first press of SELECT ► (or ◄) shows the name of the first Music Style within the selected group. It is already selected, so if you need the first Style, there is actually no need to press SELECT ►. You must use SELECT ◄ or ►, however, to select another Style within the same group.

You can also use the **numeric** buttons to select Styles. To do so, first "double-click" (press twice) the [STYLE] button (it starts to flash), then enter the number. (Press another button in the DATA ENTRY section to leave this "numeric selection state".) See also "Working with the FAMILY and SELECT buttons" (p. 17).

After selecting memory 101 (Flash) or 201 (first disk memory [E-200 only]), the display shows a flashing YES message.

Note: If you select a Style while the Arranger is stopped, the E-200/E-100 automatically activates the OT1 memory.

Note: If you forgot to insert a floppy disk into the drive, the display shows "No Disk" when you attempt to select the "disk family".

(7) **If necessary, confirm your selection by pressing the [+/YES] button.**

The display briefly shows "LOADING" (only after selecting a Style from the inserted floppy disk).

[E-200 only] If you selected a Music Style on floppy disk, the DISK icon now flashes, and the E-200 automatically selects the USER STL memory that now contains the Music Style you loaded from floppy disk.

If you press [+/YES] during Arranger playback, the new Style is used at the next downbeat (1st beat of the next measure). Otherwise, the E-200/E-100 displays its name and uses that Style when you press [START/STOP].

Note: [E-200 only] See page 45 for how to save the Music Style in the USER STL memory to the Flash memory.

Balance

The BALANCE ◄► buttons allow you to change the volume balance between the Arranger (or Song) parts and the Keyboard parts (the ones you can play yourself).

(1) Press BALANCE [ACCOMP] if the Arranger (or Song parts) are too soft.





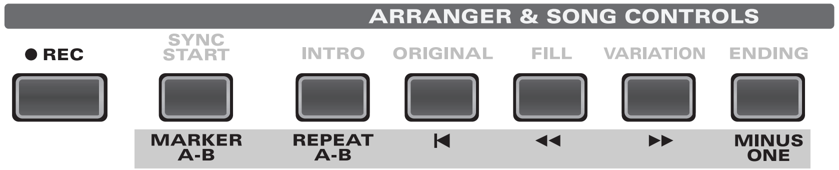
(2) Press BALANCE [KEYBOARD] if you think your solo playing should be louder.

By holding down [SPLIT] (or [DUAL]) while pressing these buttons, you can modify the volume of those Keyboard parts.

Note: See p. 38 for setting the volume of individual parts.

5. Playing back songs

The E-200/E-100 allows you to play back commercially available music data files (called Standard MIDI Files) or your own songs you saved to disk or to the E-200/E-100's Flash memory. Your own songs are saved as Standard MIDI Format 0 files and can also be played back using any other SMF compatible sequencer (or software).



Basic song playback

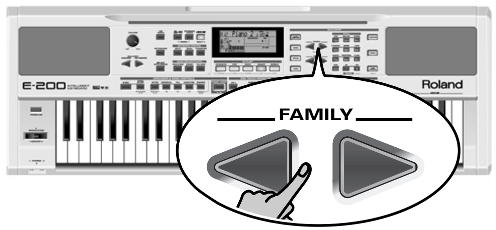
(1) Press the [SONG] button (it lights) to switch to Song mode.



This is necessary because, otherwise, pressing the [START/STOP] button will start Arranger playback. So be sure to check whether the [SONG] button lights and whether the ARRANGER and INTRO ORIGINAL FILL VARIATION ENDING icons are no longer displayed. Only then will the ARRANGER & SONG CONTROLS buttons allow you to control song playback (see above).

(2) [E-200 only] If you want to play back a song from floppy disk, insert the disk into the drive (front right).

(3) Use FAMILY ◄► to select the memory area that contains the song you wish to play back.



The E-200/E-100 provides three memory areas for songs:

USERSONG: (Memory 000) This where the song data you record are temporarily stored. The data in this RAM memory are erased when you switch off the E-200/E-100.

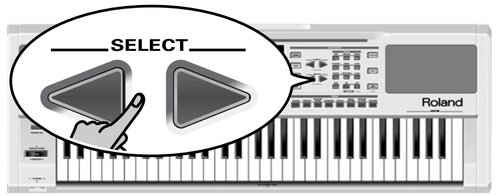
FLASH: (Memories 101~199) This is the Flash area inside the E-200/E-100 that already contains several songs when the E-200/E-100 is shipped. You can expand the number of songs in this area by copying more songs from your computer (via USB). There are 99 Flash memory slots in all, but the actual number of songs you can save there depends on the data size of the songs.

[E-200 only] DISK: (Memories 201~...) This area refers to a floppy disk you insert into the E-200's drive. The number of available songs depends on the floppy disk, of course.

(4) Use SELECT ◄► to specify the desired song within the selected group.

This is only necessary for the Flash memory or a floppy disk (there is only one USERSONG memory).

The first press of SELECT ► (or ◄) shows the name of the first song within the selected group. It is already selected, so if you need the first song, there is actually no need to press SELECT ►. You must use SELECT ◄ or ►, however, to select another song within the same group. After selecting memory 101 (the first Flash memory), the display looks as follows.





You can also use the **numeric** buttons to select songs. To do so, first "double-click" (press twice) the [SONG] button (it starts to flash), then enter the number. (Press another button in the DATA ENTRY section to leave this "numeric selection state".) See also "Working with the FAMILY and SELECT buttons" below.

Working with the FAMILY and SELECT buttons

You can press **FAMILY** ◄ or ► either repeatedly (brief presses) to go back or advance, or hold down ◄ or ► to quickly select another family. The fastest way to scroll through the available families is by holding down ◄ while pressing ► (go backwards), or by holding down ► while pressing ◄ (advance). The same methods are available for the **SELECT** ◄► buttons. As a reminder: the FAMILY buttons are used for selecting groups, while the SELECT buttons allow you to select items within a group.

If you prefer to use the **numeric buttons**, enter three figures (e.g. "001" for entry "1"). If you only enter two figures (or only one), the E-200/E-100 takes slightly longer to process your entry.

Note: If the number you enter lies beyond the last available entry, the E-200/E-100 does not change.

Note: Enter "000" (or "0") to select the USERSONG memory.

After selecting memory 101 (Flash) or 201 (first disk memory [E-200 only]), the display shows a flashing YES message. You can ignore this if you like, and proceed with the next step (or you can press [YES/+] and then proceed).

Note: If you forgot to insert a floppy disk into the drive, the display shows "No Disk" when you attempt to select a file on disk.

(5) After making sure that the correct song has been selected, you can press [START/STOP] (now called [►/■]) to load it and immediately start playback.



The [V-LINK] button now flashes to indicate the tempo and beats (BEAT function).

You can already select a new song while the current one is still playing back. If you want to listen to it before the current song is finished, stop playback by pressing [START/STOP], then press that button again. Otherwise, wait until the current song is finished, then press the [START/STOP] button to start playback of the new song.

Note: Please bear in mind that starting playback of the selected song on disk will erase the song in the USERSONG memory. Be sure to save it to disk before proceeding (see p. 49).

(6) You can change the song tempo with the [NO/–]/[YES/+] buttons or [TAP TEMPO].
Doing so, however, means that the tempo will still change if the song you are playing back contains tempo change messages. Furthermore, every time you jump back to the beginning or another position of the song using [|◄], [◄◄] or [►►], the programmed song tempo is reset.

(7) Feel free to experiment with the STYLIST function (see p. 20).
Note: In Song mode, the E-200/E-100 automatically selects the PIANO SOLO keyboard mode. If you like, you can play along with the song (and even use the Split or Dual part).
Note: In certain cases, the display may show the message XG Light or GM2 rather than a Tone name. Such a message means that the E-200/E-100 is using a Tone that cannot be selected via the front panel. There are 798 such "hidden" Tones whose sole purpose is to ensure XG/GM2 playback compatibility.

Additional playback functions

The [INTRO], [ORIGINAL], etc. buttons have two functions: one in Style mode (printed above the buttons), and another one in Song mode (printed below the buttons).

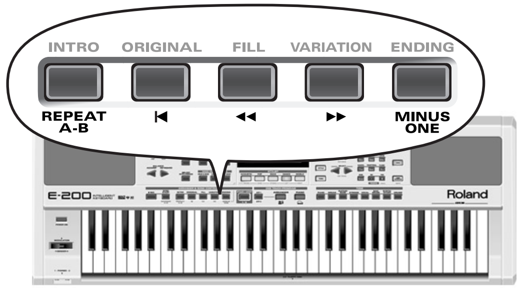
Selecting the Song mode

The ARRANGER & SONG CONTROLS buttons have two functions: they can be used for selecting Music Style patterns (when the ARRANGER icon is displayed), or for Song navigation (when the [SONG] button lights).

To select the Song mode (and the SONG CONTROL functions), you need to press the [SONG] button. Only then will the following functions be available.



Fast Forward, Rewind, and Reset

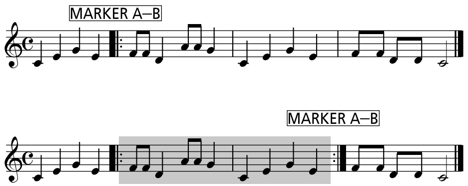


- To **fast forward** (jump to a measure later in the song), press [►►].
- To **rewind** (return to a measure that lies before the current position), press [◄◄].
  The measure indication in the upper right corner of the display will help you locate the measure you need.
- Press [|◄] (Reset) to jump back to the **first measure** of the song. You need to stop playback before using the [|◄] button.

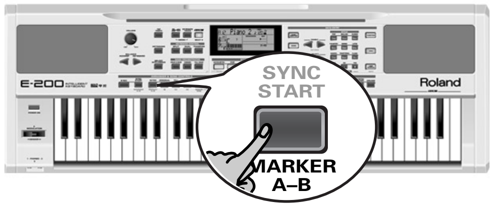
Note: In certain cases, [►►] and [◄◄] may not be available. This is only the case for very large songs, however.
Note: By pressing [|◄], [◄◄] or [►►], you also recall the song's pre-programmed tempo value.

Loop playback (Repeat)

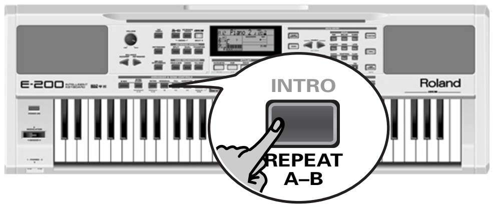
Another clever feature of the E-200/E-100's Recorder is that you can program playback loops. You can do so during playback or while the Recorder is stopped.



(1) **Press [MARKER A–B] where you want the loop to begin (the [II:A] icon appears in the bottom right corner of the display).**



(2) **Fast forward to the measure where you want the loop to end and press [MARKER A–B] again (the [B:II] icon appears).**



You can also program loops on the fly. Remember, however, that the Recorder always memorizes the beginning (downbeat) of the next measure.

(3) **If the icon isn't already displayed, press the [REPEAT A–B] button to activate the loop you have just programmed.**
This button allows you to switch the E-200/E-100's Repeat function on and off.

(4) **To play back the loop, press the [START/STOP] button (now called [►/■]).**
The Recorder jumps to measure "A" and starts playing. At the end of measure "B", the Recorder immediately jumps back to the beginning of measure "A" and continues playing back the passage.
If necessary, repeat steps (1) and (2) to set other marker positions.
Note: The playback tempo is reset every time the Recorder reaches the "A" measure.

Note: In certain cases, the Marker function may not be available. This only happens with very large songs, however.

Live performance with song backing (Minus One)

Your E-200/E-100 allows you to mute parts you wish to play yourself or don't need in a given situation. This is called "Minus One" playback.

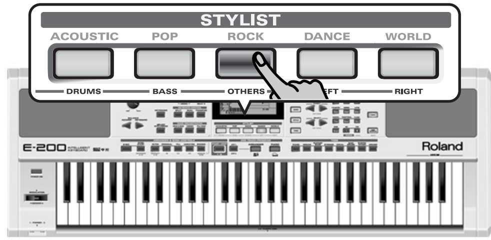
(1) **Press the [SONG] button if it doesn't light.**
You can now select a Song, if you like (see p. 16).

(2) **Press the [MINUS ONE] button (the "MinusOne" message appears in the display).**



The 5 STYLIST buttons light to indicate that all tracks will be played back.

(3) **Press one of the STYLIST buttons to switch off the corresponding track(s). The assigned track icon flashes.**
(Example: if you switch off the [DRUMS] button, the [10] icon starts flashing.)



When a button lights, the corresponding track(s) is/are audible (i.e. not muted). You can also mute several tracks by switching off the corresponding STYLIST buttons.
The [MINUS ONE] icon appears and the selected part is muted.
Note: The Main part does not automatically adopt the Tone and related settings of the melody part.

If you like, you can also mute several parts.

What are tracks?

The term “track” is used only for your convenience. We borrowed it from tape recorders that allow for recording several musical parts by the same person (one part after the other).

In the case of the E-200/E-100, the term is only used to indicate that we are dealing with separate musical parts. Here indeed (like with computer-based sequencers) what really counts are the MIDI channels.

Songs you record with the E-200/E-100, and the Standard MIDI Files you play back can consist of up to 16 tracks (i.e. MIDI channels). In many instances, only certain tracks are used, but the following are almost certainly present in every Standard MIDI File:

Track 2: bass
Track 4: melody
Track 10: drums

The STYLIST buttons allow you to mute the following tracks:

[RIGHT]–Refers to track “4” of the selected Standard MIDI File. Music data for educational purposes (especially piano music) use this track for the right-hand part. Mute this track to play the right hand yourself while listening to the left-hand part of the Standard MIDI File. The E-200/E-100 contains an excellent stereo piano Tone you could use.

[LEFT]–Refers to track “3” of the selected Standard MIDI File. Music data for educational purposes (especially piano music) use this track for the left-hand part. See also above.

[OTHERS]–Mutes all tracks that cannot be muted with the remaining STYLIST buttons, more specifically: 1, 3, 6~9, 12~16.

[BASS]–Mutes track “2”, which is assigned to the bass part of a Standard MIDI File.

[DRUMS]–Mutes track “10”, which is assigned to the drum part of a Standard MIDI File.

Note: You also switch off several buttons simultaneously.

(4) Press [|◄] and [►/■] to start playback.

(5) Press [►/■] again to stop playback.

(6) Press [MINUS ONE] again (or one of the “big” DATA ENTRY buttons) to switch the function of the same name back off again.
Note: The Minus One setting can be saved along with the selected song and its Stylist settings. See page 45.

Changing the track assignments

If the song files you are using do not use the GM system (and therefore do not correspond to the RIGHT, LEFT, BASS or DRUM assignments of the Minus One function), you can proceed as follows to assign other tracks (MIDI channels) to the STYLIST [RIGHT], [LEFT], [BASS] and [DRUMS] buttons:

(1) Press the [MINUS ONE] button to activate the function of the same name.

(2) Press and hold the [RIGHT], [LEFT], [BASS] or [DRUM] button.

(3) While holding that button, use the [NO/–]/[YES/+] buttons to assign the desired MIDI channel to the button you are holding.
Example: To assign MIDI channel “10” to the [RIGHT] button, press DATA ENTRY [+] until the display looks as follows:



(4) Press [MINUS ONE] again (or one of the “big” DATA ENTRY buttons) to switch the function of the same name back off again.
Note: The Minus One setting can be saved along with the selected song and its Stylist settings. See page 45.

6. Changing the Music Style or song orchestration

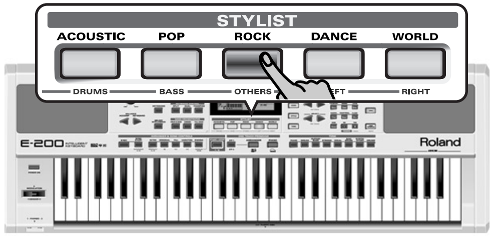
Your E-200/E-100 is a novel arranger instrument and Standard MIDI File player with two functions for "customizing" the Styles or songs you play back via easy-to-use routines.

Stylist function

The Stylist function is derived from Roland's revolutionary DisCover 5 keyboard. The E-200/E-100 provides five different templates you can select via the following buttons: [ACOUSTIC], [POP], [ROCK], [DANCE], *and* [WORLD].

The Stylist function is available both for Style (see p. 13) and song playback (see p. 16). It provides "masks" that change the instrumentation of the selected song. Simply by selecting another preset, you can cause a reggae song (or Style) to be played back by a heavy metal band, etc. Even though the arrangement (rhythm, riffs) does not change, the overall character can be modified beyond recognition.

(1) Press one of the STYLIST buttons.



That button now lights (there is no indication in the display).

The STYLIST buttons have the following meanings. You may notice that their function is akin to the EQ presets found on a ghetto blaster or similar device (except that they change the sounds themselves rather than the tone color).

Button	Function
ACOUSTIC	Adds an "unplugged" touch to the song or Music Style.
POP	Uses an orchestration that resembles the hits you hear on the radio.
ROCK	Adds a rather "heavy" character to the song or Music Style.
DANCE	Produces an "electronic" character.
WORLD	Changes the song's or Music Style's mood to a something akin to world-music.

(2) Press the [START/STOP] button to start song (if the [SONG] button lights) or Arranger playback (if the [SONG] button is dark).



(3) If you like the new version better than the original one, you can save the song in the E-200/E-100's Flash memory (page 45).
Stylist changes to a Music Style need to be written to a User Program.
Please note the following for the Stylist settings and Style selection: Whenever you select another Music Style, it is used without Stylist setting (STYLIST is reset).

Note: It is also possible to switch off ALL Stylist buttons to return to the original song or Music Style orchestration.
Note: The STYLIST information is part of the song data only the E-200/E-100 understands. You can still play back the newly saved version of this song on another sequencer or SMF player (after transferring it to your computer via USB, for example), but the STYLIST information will be ignored.

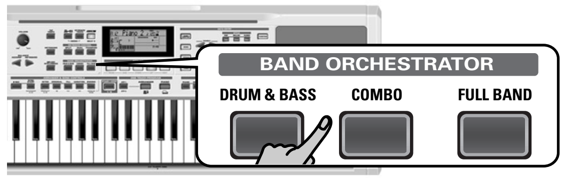
Using the Band Orchestrator function

The Band Orchestrator function allows you to vary the accompaniment patterns played by the Arranger. You can leave out parts, thin out the drum part, etc. – in real-time (i.e. while you are playing).

(1) Press the [ARRANGER] button to select the Arranger mode.

(2) Select the Music Style you wish to use for playing (or use the one that is currently selected).
See page 14.

(3) Press one of the following buttons to select the desired level of musical "complexity" (the corresponding icon is displayed):



Obviously, these buttons should be used during Arranger playback.

DRUM & BASS	The simplest accompaniment that only contains the drum and bass lines.
COMBO	Accompaniment pattern with only a few instruments (i.e. a band).
FULL BAND	Accompaniment pattern with a lush arrangement (several melodic instrument lines).

The corresponding icon appears in the display (only one of them can be displayed at any one time).



Note: Immediately after switching on the E-200/E-100, the Orchestrator selects the "FULL BAND" level.
Note: The effect of these three levels also depends on whether the [VARIATION] or [ORIGINAL] button was pressed. In effect, the combination of the [ORIGINAL]/[VARIATION] and [DRUM&BASS]/[COMBO]/[FULL BAND] buttons provides 6 accompaniment patterns per Music Style (3 x 2).

The last selection you make can be saved to a User Program. See p. 41.

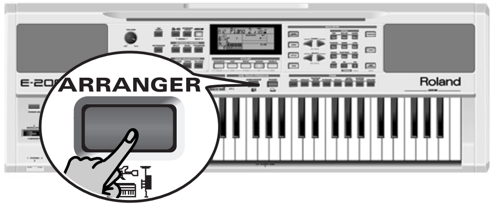
7. Recording your music

Your E-200/E-100 contains a 16-track Recorder you can use for recording your own songs.

Basic song recording

Let us first look at the most straight-forward way of recording your renditions with Arranger backing.

(1) Press the [ARRANGER] button.



The ARRANGER icon appears. You can now use your left hand for transposing the Arranger's key in realtime.

(2) Press the [STYLE] button and select a Music Style (or select a Music Assistant memory).

(3) Select the desired Arranger division by pressing [INTRO], [ORIGINAL] or [VARIATION].
Note: [INTRO] is automatically selected when you press [ARRANGER].

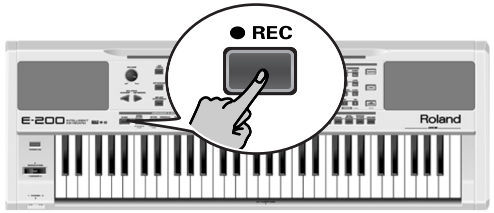
(4) Press the [START/STOP] button.

(5) Use [TAP TEMPO] or the [NO/–]/[YES/+] buttons to set desired tempo.

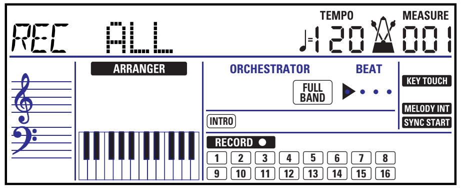
(6) Press [START/STOP] again to stop Arranger playback.

(7) Assign the desired Tone to the right half of the keyboard. Press [TONE] and use the FAMILY & SELECT [◄][►] buttons or the buttons in the TONE section. See also page 28.
Note: After pressing [ARRANGER], the OTP1 memory automatically assigns a suitable sound to the Main part.

(8) Press the [REC ●] button.



The display should look as shown above (if it doesn't, use the FAMILY [◄][►] buttons ("REC MODE") to select REC All): (The [RECORD ●] and [1]~[16] icons flash.) You are now in ALL mode, which means that everything you and the E-200/E-100's Arranger play will be recorded.



Note: If you select "REC ALL" with the FAMILY buttons, the song in the E-200/E-100's USERSONG memory is erased. You may want to save the current song first (see p. 45). If you only pressed [REC ●], the E-200/E-100 selects the Single mode if the USERSONG memory already contains data. See page 24 for details about that mode.

(9) Start recording in one of the following ways:

- Press the [START/STOP] button to start Arranger playback with the selected Division.

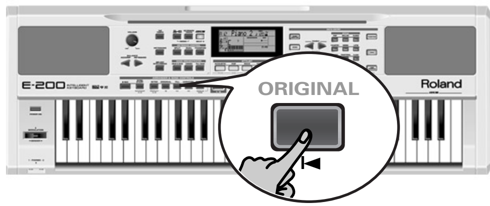


The [V-LINK] button now flashes to indicate the tempo and beats (BEAT function).
Note: If you start recording without the Arranger and want to bring it in at a later stage, it would be a good idea to switch on the metronome by pressing the [METRONOME] button.

- Activate the [SYNC START] button (if it is off) and press one or several keys to the left of the Split point.
Note: It is also possible to record in PIANO SOLO mode (after pressing the button of the same name). In that case, you should definitely use the metronome. The song's time signature can be set with the MetroTS function. See page 12.

(10) Stop recording in one of the following ways:

- Press [START/STOP].
- Press the [ENDING] button to start the Ending phrase. As soon as it ends, Arranger playback and song recording stop.



Listening to your song

(1) Press the [SONG] button.
(2) Press [START/STOP] to start playback.
(3) Press [START/STOP] once again to stop playback.
(4) Press [|◄] to return to the beginning of the song.

Other recording functions

The E-200/E-100's 16-track Recorder can be used in several ways. Let us therefore have a look at the other recording modes.

About the recording modes

●Modes

The E-200/E-100 provides two modes for recording new music, and two for adding parts or correcting passages of existing music:

Recording a new song:	
ALL	In this mode, you can record everything you and the E-200/E-100 can play simultaneously: • Arranger (accompaniment). • Keyboard parts (Main and Split or Dual). • Changes to the STYLIST settings for the Music Style.
Keyboard	In this mode, you can record using the Keyboard parts. The track can be freely selected. • Main and Split or Dual
Adding parts to an existing song	
Single	In this mode you can record onto one track at a time. The track can be freely selected.
Punch I/O	This mode allows you to re-record a short section of an otherwise perfect part.

Note: Every time you select the ALL or Keyboard mode, the data in the USERSONG memory are erased.

●Recorder memory

The E-200/E-100 provides one "live" song memory, which can contain one song at a time. After completing a song, you should save it (see p. 49).

To keep you from accidentally erasing the song in the E-200/E-100's internal memory, the E-200/E-100 automatically selects Single after your first recording. Bear in mind that **selecting "ALL" or "Keyboard" will erase** the song in the USERSONG memory. Do not select "ALL" or "Keyboard" for adding parts to an existing song – use "Single" or "Punch I/O" instead.

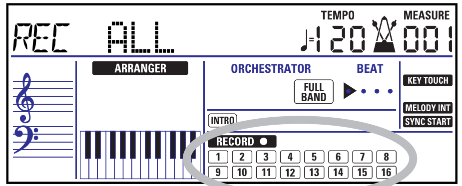
Conversely, you cannot select "Single" or "Punch I/O" if the USERSONG memory doesn't yet contain data.

And finally: playing back a Standard MIDI File erases the song in the E-200/E-100's memory. In return, the SMF data will be available (and can be supplemented with your own renditions in "Single" or "Punch I/O" mode).

More about ALL mode

In addition to what you learned on p. 22, here are a few considerations:

After pressing the [REC ●] button, the 16 track and [RECORD●] icons start flashing, signalling that all 16 tracks are available for recording.



Here is what the tracks correspond to (after recording a song with Arranger backing):

[1]	Accomp 1	[9]	Accomp 6
[2]	Arranger bass	[10]	Arranger drums
[3]	Accomp 2	[11]	➔Split*
[4]	➔Main	[12]	➔Auto Bass* (see p. 39)
[5]	Accomp 3	[13]	
[6]	➔Dual*	[14]	
[7]	Accomp 4	[15]	Melody Intell. (see p. 27)
[8]	Accomp 5	[16]	(➔Main**)

(*) Only one of these can be used alongside the Main part.
(**) If you assign a Drum Kit to the Main part. In that case, track 4 is not used.

For your convenience, the Keyboard parts are flagged with a "➔" symbol in the above graphic.

Parts you do not hear during recording are not recorded. The track icons [1]~[16] thus do not show you what *will* be recorded, but rather what *can* be recorded.

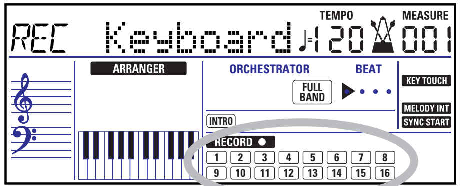
Keyboard recording mode

In Keyboard mode, you can record the Keyboard parts. The Arranger is not available. Essentially, this mode allows you to record either one layered part using up to two sounds (Main + Dual) or two parts (Split to the left, Main to the right). If you select a Drum Kit for the Main part, you can only record a drum part.

Note: When you select the Keyboard mode, song data in the E-200/ E-100's internal memory will be overwritten by your new recording.

(1) Press the [REC ●] button.

(2) Press FAMILY [◄][►] to make the display look as follows:



The RECORD ● and track icons flash.

(3) To create a split, press the [SPLIT] button.

(4) Activate the metronome (if necessary), and set the desired tempo with the [TAP TEMPO] button or [NO/–]/[YES/+].
You can also record without metronome if you like.
Note: If you assign a Drum Kit to the Main part, your drum performance is recorded onto track 16.

Single recording mode

This mode is only available if the E-200/E-100's song memory already contains data. When you press [REC ●], the RECORD ● icon and the icon of the first empty track flash. You could therefore record a new part straight away. (If all tracks already contain data, Track 1 will be selected.)

You can, however, also substitute an already recorded part with a new version.

(1) Press the [REC ●] button.

(2) Press FAMILY [◄][►] to select "Single".

(3) Use the SELECT [◄][►] buttons to select the track you wish to record to.
You can only select one track at a time (hence the name "Single"). If you select a track that already contains data, your new version will overwrite the existing one.

(4) If necessary, assign the desired Tone to the part you are about to record (see p. 28).
If you select track [10], you can select Drum Kits rather than Tones. Track 10 is reserved for drum parts.
Note: If you use the Single recording mode for adding parts to a Standard MIDI File recorded with another instrument or sequencer, track 16 (or any other track defined as "second drum track") may also use a Drum Kit that can be changed.
Note: Even though the Main part can be used for recording all tracks in Single mode, the MFX only applies to track/MIDI channel 4.

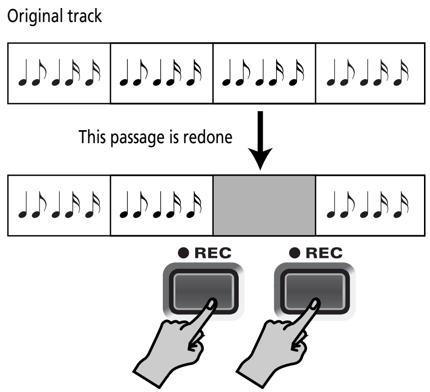
(5) Press [START/STOP] to start recording.
After a two-measure count-in (see p. 38), you will hear all parts that have already been recorded. Start playing (and recording) your new part.

(6) Press [START/STOP] to stop recording.

(7) Return to step (3) to record additional parts.

Punch I/O

In this mode, you can re-record part of a track (the second chorus, for example). The important aspect of this mode is that newly recorded material does not erase the material before or after the passage you redo.

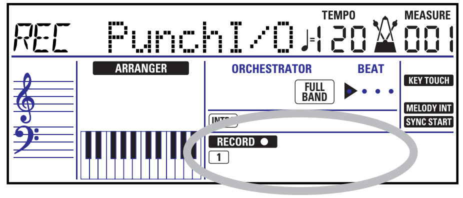


By contrast, in Single mode, the entire track you record is replaced by your new material. (So if you don't play anything during recording, the entire track will be empty afterwards.)

Like the Single mode, Punch I/O can only be selected if the E-200/E-100's memory already contains song data.

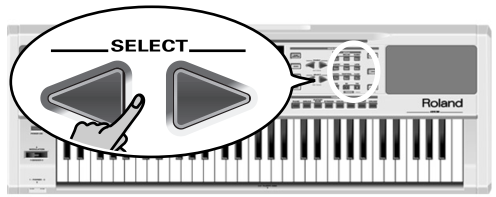
(1) Press the [REC ●] button.

(2) Press FAMILY [◄][►] to make the display look as follows:



The flashing track icon (only one) depends on the first track that already contains data. In the above example, track 1 contains data, which is why its icon flashes.

(3) Use the SELECT [◄][►] buttons to select the track you wish to record to.



You can only select one track at a time.

(4) Press [START/STOP] to start playback of the (old) song data.
The RECORD ● icon and the icon of the selected track flash.

(5) When the Recorder reaches the measure where you wish to start recording, press [REC ●] again.
The RECORD ● icon now lights steadily.

(6) Play the passage you want to redo.

(7) Press [REC ●] again to deactivate recording.
Song playback still continues, so...

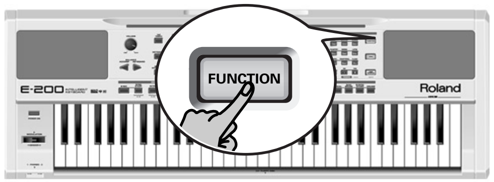
(8) Press [START/STOP] to stop playback.

(9) Press [START/STOP] to listen to the new version.
If you are not satisfied, return to step (3) above.
Return to step (3) to correct another track.

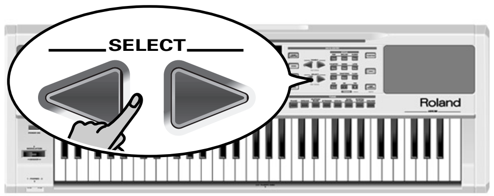
Using a footswitch for punching in/out

You can also use an optional footswitch for starting and stopping recording. Doing so has the advantage that you can use both hands for playing (or the left hand for Pitch Bend/ Modulation effects and the right for playing the melody.)

- Connect an optional DP-2, DP-6, or BOSS FS-5U footswitch to the FOOTSWITCH socket on the E-200/E-100's rear panel.
- Press the [FUNCTION] button (it must light).



- Use FAMILY [◄][►] to select "KB SET".
  The E-200/E-100's Function parameters are divided into 9 logical "families". For the following, we need to select the group that contains the global keyboard settings.
- Use SELECT [◄][►] to select the "FSW" parameter.





Note: See also "Working with the FAMILY and SELECT buttons" (p. 17).

- Use the [NO/–]/[YES/+] buttons to select "Punch I/O".
- Press [SONG] to return to the recording function.
- Continue with step (1) under "Punch I/O".
  In steps (5) and (7), press the footswitch (rather than the [REC ●] button).

8. Additional Music Style functions

Apart from the basic Music Style functions covered on page 13 and following, your E-200/E-100 also provides the following functions. Most of the following functions are only available after pressing the [ARRANGER] *button (the* ARRANGER *icon must be displayed).*

One Touch (OTP)

The One Touch function automates quite a few tasks:

- Suitable Reverb and Chorus settings.
- The E-200/E-100 selects sounds for the Main, Split and Dual parts that are is suitable for the selected Style.
  There are **2 One Touch memories** per Style with different settings for the above parameters. Here is how to select one:

(1) Select the desired Music Style (see p. 14).
If the Arranger is stopped, the E-200/E-100 also loads the corresponding OT1 memory.

(2) Press the [OTP1/OTP2] button.



The number field in the upper left corner reads "OT2" (second One Touch memory).



If the DATA ENTRY [TONE] button lights, the display now shows a Tone name.

(3) Press the [OTP1/OTP2] button again if you need "OT1" again.
Note: One Touch is also available for Flash and disk Styles, but it is less meaningful.

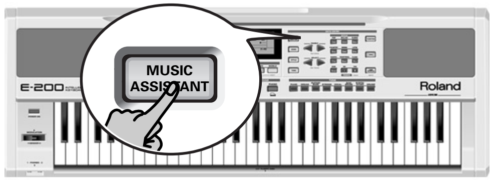
Using the Music Assistant

Another practical function for quickly making the right settings for a song you want to play is to take advantage of the E-200/ E-100's novel MUSIC ASSISTANT function. It prepares everything for working with the Arranger (Style, Tones, effects, etc.). The Music Assistant is not available for song playback.

The following parameters are changed automatically when you select a Music Assistant memory:

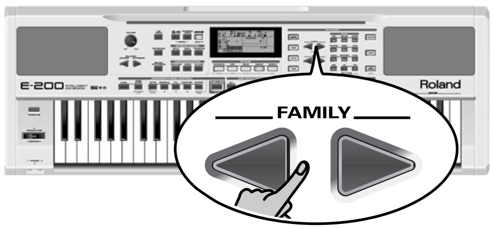
- Music Style
- Tempo
- Sounds for the Main, Split and Dual parts
- Effect settings
- Band Orchestrator
- Keyboard Touch

(1) Press the [MUSIC ASSISTANT] button.



It lights and the display shows the name of the last Music Assistant setting you selected (or of the first Music Assistant memory).

(2) Use FAMILY [◄][►] to select the "family" (i.e. genre) that contains the desired Music Assistant settings.



The following families are available: Ballad, Ballroom, Dancing, Easy List, Evrgreen, JazzSwng, and PopHit.



(3) Use SELECT [◄][►] to specify the desired Music Assistant memory within the selected family.
The first press of SELECT [►] (or [◄]) shows the name of the first Music Assistant setting within the selected group. It is already selected, so if you need the first setting, there is actually no need to press SELECT [►]. You must use SELECT [◄] or [►], however, to select another Music Assistant setting within the same group.
You can also use the **numeric** buttons to select Music Assistant memories. To do so, first "double-click" (press twice) the [SONG] button (it starts to flash), then enter the number. (Press another button in the DATA ENTRY section to leave this "numeric selection state".) See also "Working with the FAMILY and SELECT buttons" below.
Note: If necessary, you can now change the settings you do not like (e.g. select another sound for the Main part, etc.) and then save your new version to a User Program (see p. 41).

Melody Intelligence

The Melody Intelligence function adds a second voice (harmony notes) to the melodies you play with your right hand. In fact, the Melody Intelligence function uses both halves of the keyboard to determine which notes to play:

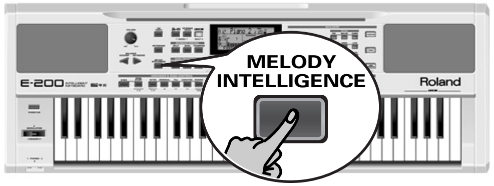
- It looks at the melody notes in the right half; and...
- It analyzes the chords you play in the left half to see which notes it must add to your melody.

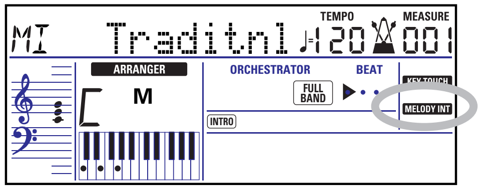
Press the [MELODY INTELLIGENCE] button so that the corresponding icon (see right illustration) appears in the display.

Changing the Melody Intelligence harmony type

The E-200/E-100 contains 18 different voicings (harmony types) for the MELODY INTELLIGENCE function. These voicings specify the number of harmony notes and the way in which they are added to your melody.

To select a different harmony type, press an hold the [MELODY INTELLIGENCE] button until the "MI" message appears in the upper left corner of the display.





Then use the [NO/–]/[YES/+] buttons to select the desired voicing. The available types are:

1 Duet	6 Block	11 Gospel	16 WltzOrg
2 Organ	7 BigBand	12 Romance	17 OctvTpe1
3 Combo	8 Country	13 Latin	18 OctvTpe2
4 Strings	9 Traditnl	14 CntrGuit	
5 Choir	10 Broadway	15 CntrBald	

Note: The Melody Intelligence setting can be saved to a User Program memory.

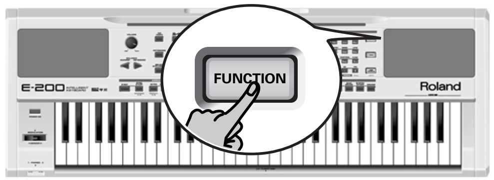
Bass Inversion (Bass Inv)

Use this function to change the way in which the Arranger reads the chords you play.

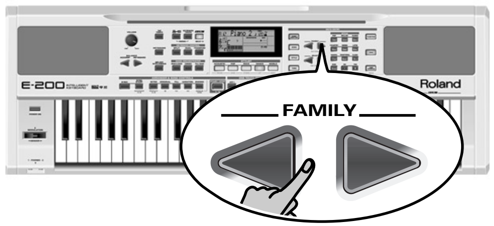
When this function is off (default), the Acc Bass part plays the root of the chords that feed the Arranger. If you play a "C" (or C chord), the bass sounds a "C"; if you play an A minor chord (or if you press "A" and the "C" to its right), the bass sounds an A, etc.

By activating Bass Inversion, you can specify the note played by the A. Bass part (the lowest note of your chords). Switch on Bass Inversion for songs that rely on bass rather than on chord patterns (for example C – C/B – C/B♭, etc.).

(1) Press the [FUNCTION] button.

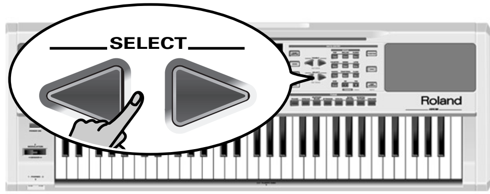


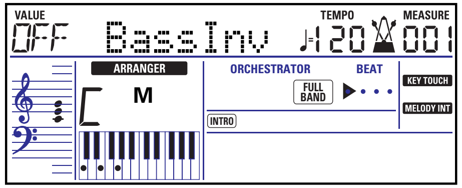
(2) Use FAMILY [◄][►] to select "ARR SET".



The E-200/E-100's Function parameters are divided into 9 logical "families". As the Bass Inversion parameter is an Arranger function, you need to select the Arranger settings (hence ARR SET).

(3) Use SELECT [◄][►] to select the "BassInv" parameter.





(4) Press the [+] button to select "ON" for "VALUE".
Note: See also "Working with the FAMILY and SELECT buttons" (p. 17).

(5) Press another "big" button in the DATA ENTRY section to leave this function.
Note: This setting can be saved to a User Program (see p. 41).

More Music Style functions

Here are yet other functions related to Music Styles. These can be set via the FUNCTION menu, or are covered elsewhere:

- Balance between the Keyboard parts and the Music Style parts (see p. 15)
- Volume of certain Music Style parts (see p. 39)
- Arranger split point (see p. 38)
- Hold function for the Arranger notes (see p. 39).

9. Keyboard part functions

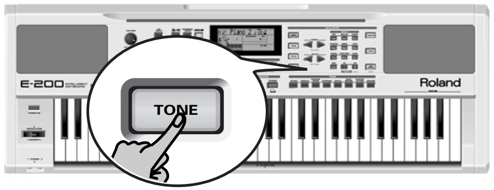
Selecting sounds for the Main, Split and Dual parts

The E-200/E-100 contains about 470 melodic sounds you can use for playing melodies (others are more like sound effects). Those sounds need to be assigned to a Keyboard part, of which there are three: Main, Split and Dual (see also p. 11).

Selecting any of the available sounds

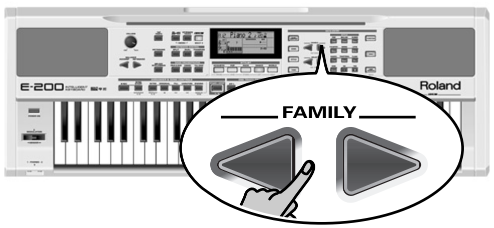
Unlike previous arranger-type instruments, the E-200/E-100 no longer works with banks, numbers and variations: all available sounds can be selected via the same streamlined procedure.

(1) Press the DATA ENTRY [TONE] button (it must light).



(2) To assign another sound to the Split or Dual part, hold the [SPLIT] or [DUAL] button while performing the following steps.

(3) Use FAMILY ◄► to select the desired Tone family.



By selecting another family, you immediately jump to the first sound of that group.

- PIANO (001~004)
- E.PIANO (005~011)
- KEYBOARD (012~015)
- CHR PERC (016~025)
- ORGAN (026~041)
- ACCORDN (042~045)
- A.GUITAR (046~053)
- E.GUITAR (054~062)
- BASS (063~073)
- STRINGS (074~084)
- VOCAL (085~089)
- SAX (090~095)
- WIND (096~102)
- AC BRASS (103~112)
- SYNBRASS (113~116)
- SYNLEAD (117~131)
- POLY SYN (132~138)
- PAD (139~155)
- ETHNIC (156~169)
- PERCUSSION (170~173)
- SFX (174~188)
- OTHER (189~510
- DRUM KIT (511~530)

Note: See page 54 for a list of the available sounds.

(4) Use SELECT ◄► to specify a sound within the selected family.
The first press of SELECT ► (or ◄) shows the name of the first Tone within the selected group. It is already selected, so if you need the first sound, there is actually no need to press SELECT ►. You must use SELECT ◄ or ►, however, to select another Tone within the same group.

Note: This only selects the "best" sounds within the current family.

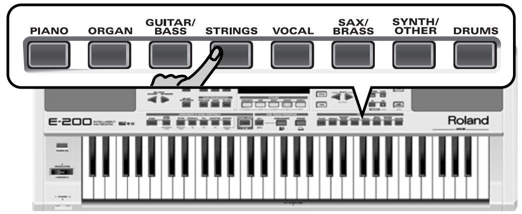
Note: This setting can be saved to a User Program (see p. 41).

You can also use the **numeric** buttons to select sounds. To do so, first "double-click" (press twice) the [TONE] button (it starts to flash), then enter the number. You'll find a list of the selectable Tones and their numbers on p. 54. (Press another button in the DATA ENTRY section to leave this "numeric selection state".)

See also "Working with the FAMILY and SELECT buttons" (p. 17), but replace "song" with "sound" in the explanations.

Using the TONE buttons

The TONE buttons allow you to select 7 melodic sounds and one Drum Kit directly (without using [TONE], the FAMILY, SELECT and/or numeric buttons).



These buttons are assigned to our "favorite" sounds for the indicated categories, thus allowing you to quickly select "a piano", "a string sound", etc. The assignments to these buttons can be changed.

Note: The TONE [DRUMS] button is only available for the Main part.

Assigning another Tone to a TONE button

To assign another sound to one of the 8 TONE buttons, first select it using the procedure described above, the press and hold the desired TONE button. The display briefly shows the message "Memrized".

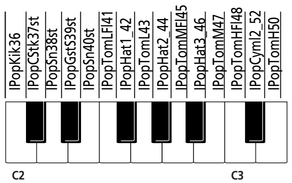
Note: You can only assign Tones of the following families to the various buttons:
[PIANO]: Piano, E.Piano, Keyboard, Chr Perc
[ORGAN]: Organ, Accordion
[GUITAR/BASS]: A. Guitar, E. Guitar, Bass
[STRINGS]: Strings
[VOCAL]: Vocal
[SAX/BRASS]: Sax, Wind, Acc. Brass
[SYNTH/OTHER]: Syn Brass, Syn Lead, Poly Syn, Pad, Ethnic, Prcssion, SFX + all other sounds
[DRUMS]: Drums.

Note: These assignments are saved (and loaded) along with the User Program data (page 49).

Drum sounds and sound effects ("SFX")

Drum Kits

The last 20 "sounds" (511~530) are so-called "Drum Kits". When you select such a Kit, every key is assigned to a different sound. With the left-most key, you can play a bass drum sound (also called "kick"). The white key next to it triggers a snare drum sound, etc. Try it out by pressing several keys, either in succession or simultaneously.



Drum Kits are collections of over 90 sounds, each assigned to a different key.

Note: Drum Kits can only be assigned to the Main part (so neither to the Split, nor the Dual part).

Note: One Kit (530) is actually a sound effects (SFX) kit that cannot be used for "drumming" but rather for triggering various sound effects.

Note: This setting can be saved to a User Program (see p. 41).

Sound effects ("SFX")

The E-200/E-100 also contains individual sound effects (like "Train, "Kitty", "HrseGllp", etc.) and individual drum and percussion sounds that are assigned to the entire range of the part you select them for (Main, Split or Dual).

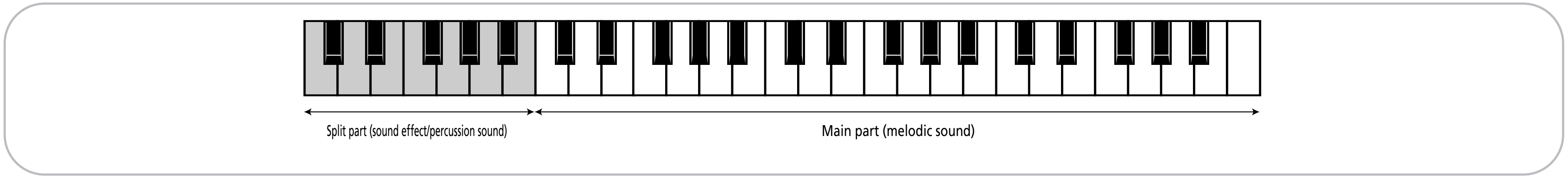
Note that those sounds do not work like the Drum Kits: only one sound is assigned to the keyboard – and can be played melodically (though "Train" melodies are probably "interesting" at best). It might therefore be a good idea to proceed as follows:

(1) Press the [SPLIT] button.

(2) Decide whether you want to play the sound effect or percussion sound with your left or right hand.
If you want to use your left hand, assign a sound effect to the Split part. To play the effect with your right hand, assign it to the Main part.

(3) Change the split point (page 38) in such a way that only a few keys are assigned to the percussion sound/sound effect ("C6" for right-hand effect playing, "C3" for left-hand effect playing).

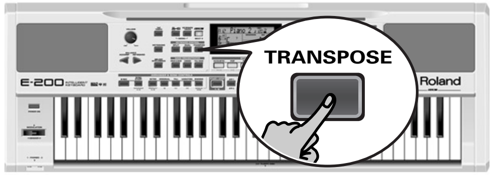
(4) To obtain a meaningful effect, you may also have to change the MAIN Oct or SPLT Oct setting (page 38).
If you assign a sound effect/percussion sound to the Split part, the key ranges could be set as shown below.



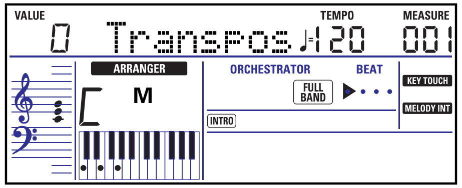
Transpose

The Transpose function changes the pitch of the notes and chords you play. Instead of figuring out what other keys you need to press to accommodate the singer or an instrumentalist, you can set the required Transpose value and go on playing the song the way you practised it, while sounding in a different key. See the example above.

(1) Press the [TRANSPOSE] button.



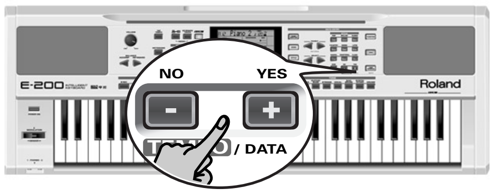
The display now looks as follows:



(2) Use the [NO/–]/[YES/+] and/or numeric buttons ([0]~[9]) to set the desired transposition interval.

The setting range is –12~12 semitones. A "semitone" is one step between a white and a black key (or two adjacent white keys, i.e. between "E"/"F" and "B"/"C").

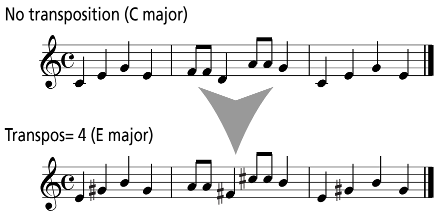
Press [+] or [–] repeatedly to transpose the keyboard up or down.



You can also directly enter the desired interval by pressing the corresponding numeric key.

To transpose the keyboard down, hold down [–] while pressing [0]~[9] (in that case, you can transpose the pitch down by up to 9 semitones)

Here's an example: if you want to hear an "E" every time you play a "C", select "4". All other notes will be shifted by the same amount, so that you end up sounding in E major when you actually play in C major, etc.



The corresponding value and the TRANSPOSE icon appear in the display.

(3) **To switch the Transpose function back off, repeat steps (1) and (2), this time selecting the value "0" (no transposition).**

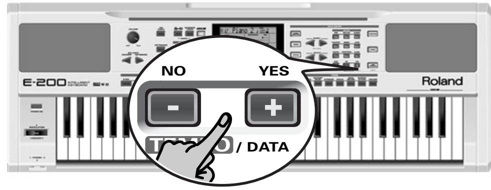
Note: This setting can be saved to a User Program (see p. 41).

Note: There is also a function that allows you to specify which section(s) the Transpose function should apply to. See "Trans-Mod*" (p. 37).

Octave settings

The E-200/E-100 allows you to transpose the Keyboard parts (Main, Split, Dual) up or down by 4 octaves.

To change the octave transposition of a part, hold down [TONE] (Main part), [SPLIT] (Split part) or [DUAL] (Dual part), while pressing [–] (down) or [+] (up).



Other Keyboard part functions

Here are yet other functions related to the Keyboard parts. These can be set via the FUNCTION menu, or are covered elsewhere:

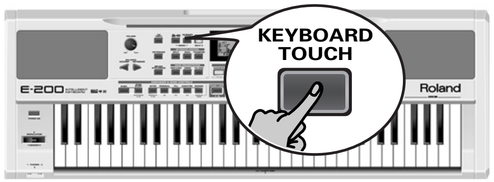
- Keyboard velocity (see p. 31)
- Master Tune (see p. 37)
- Volume of the Keyboard parts (see p. 38)
- Intelligence function for the Split part (see p. 38)
- Hold function for the Split part (see p. 38).

10. Performance functions and effects

Performance functions

Keyboard Touch (velocity sensitivity)

The E-200/E-100 is velocity sensitive, which means that the volume and brightness of the Main, Split and Dual notes depend on the force/speed with which you strike the keys.





All acoustic instruments (piano, violin, flute, drums, etc.) are velocity sensitive. The harder you play, the louder and brighter the resulting notes will be, which creates a perfectly natural effect. (That explains why the KEYBOARD TOUCH function is on when you power on the E-200/E-100.)

If the E-200/E-100 is your first musical instrument ever, you may feel distracted by the volume and timbre variations of the notes you play.

(1) If the KEY TOUCH icon is not displayed, press the [KEYBOARD TOUCH] button to activate the E-200/E-100's velocity sensitivity.

(2) Press the button again to switch the KEYBOARD TOUCH function off, if you don't need it.

(3) To set a fixed velocity value, press and hold the [KEYBOARD TOUCH] button until the "KbdTouch" message is displayed.

(4) Use the numeric buttons and/or [NO/–]/[YES/+] to set the velocity value that should be used for all notes you play (1~127).

"1" is very low (usually inaudible), while "127" corresponds to maximum striking force (loud, bright notes). The value is only used when the KEY TOUCH icon is not displayed (otherwise, all notes use the velocity values that correspond to the force with which you strike the keys).

(5) Press another "big" button in the DATA ENTRY section to leave this function.

Note: Some sounds use "velocity switching". This means that by hitting the keys harder and softer, you alternate between two sounds. So only switch off this parameter if doing so makes you feel more comfortable.

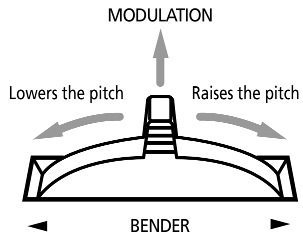
Note: This setting can be saved to a User Program (see p. 41).

Note: Keyboard Touch applies to all parts you can play yourself (the "Keyboard parts"): Main, Split, and Dual.

Pitch Bend and Modulation

The BENDER/MODULATION lever to the left of the keyboard can be used to add two kinds of effects to the Keyboard-part notes. You can even use these effects simultaneously if you like.

(1) Press the lever towards the rear of the E-200/E-100 to add a vibrato effect ("wobble") to the notes you are playing.



The Modulation axis can also be used for switching between the slow and fast Rotary speeds (if the "Rotary" effect is assigned to the MFX).

(2) Turn the lever to the left to temporarily lower the pitch of the notes you are playing. Turn it to the right to raise the pitch of your notes.

(3) In either case, you can release the lever if you no longer need the effect.

Note: If necessary, you can change the Pitch Bend interval. See "PB Range° (Pitch Bend Range)" (p. 38).

Note: Modulation is not available when the MFX type= "Rotary". In that case, the modulation axis of the lever is used for switching between the fast and slow speeds.

Footswitch

The E-200/E-100's FOOTSWITCH socket (rear panel) allows you to connect optional DP-2, DP-6, or BOSS FS-5U footswitch.

The footswitch can be used for sustaining the notes you are playing (default), as Soft or Sostenuto pedal, to switch the Rotary effect speed (MFX), and more. See "FSW° (Footswitch Assign)" (p. 38) and "Using the outputs and an optional footswitch" (p. 51).

To use it for holding the notes you are playing, proceed as follows:

(1) Connect a DP-2, DP-6, or BOSS FS-5U footswitch to the FOOTSWITCH jack.

(2) Play a note with your right hand.

(3) Press the footswitch.

(4) Release the key.
The note(s) you played keep on sounding after you release the corresponding keys.

(5) To stop the note(s) from sounding, release the footswitch.

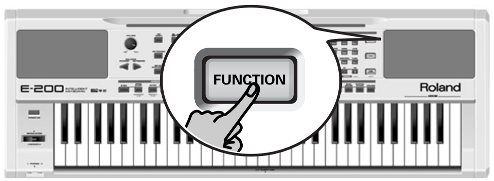
Using effects

The E-200/E-100 contains digital Reverb and Chorus effects processors. You can switch them on/off and select other types. You can also set the Send level (the amount of Reverb or Chorus) to be applied to the various Keyboard parts. Please bear in mind that the Chorus effect cannot be combined with the MFX (so you need to choose between Chorus or MFX for the Main part).

Using the multi-effects processor (MFX)

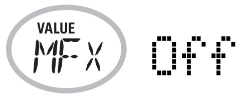
The multi-effects (MFX) processor can be used for processing the Main part. It can generate various effects (47), some of which are combinations of two effects, while the Reverb and Chorus processors only generate effects that are somehow related to ambiance (REV) or modulation (CHR).

(1) Press the [FUNCTION] button (it must light).



(2) Use FAMILY [◄][►] to select "EFFECTS".
The E-200/E-100's function parameters are divided into 9 logical "families". For the following, we need to select the effects group.

(3) Use SELECT [◄][►] to select the "MFX" parameter.



Note: See also "Working with the FAMILY and SELECT buttons" (p. 17).

The "Off" message means that the MFX is not being used.

(4) To switch on the MFX, select one of the remaining 47 types using the [NO/–]/[YES/+] buttons.

Off: The MFX is off.

Enhancer: An Enhancer controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.

Overdrv1~4: Overdrive creates a soft distortion similar to that produced by tube amplifiers. Several types of overdrive are available: (1) Small combo amp, (2) Combo amp, (3) Large double-stack amp (2 cabinets), (4) Large double-stack amp (3 cabinets).

Distort1~4: This effect produces a more intense distortion than Overdrive. The numbers refer to different kinds of distortion.

Phaser: Adds a phase-shifted sound to the original sound, producing a twisting modulation that creates spaciousness and depth.

AutoWah: The Auto Wah cyclically controls a filter to create cyclic change in timbre.

Rotary: Simulates the sound of a classic rotary speaker. This effect is most suitable for electric organ. If you select this type, you can use the MODULATION axis of the BENDER/MODULATION lever for switching between the slow and fast modulation speeds: press the lever towards the back of the E-200/E-100 to alternate between slow and fast undulations.

StFlangr: This is a stereo Flanger. It produces a metallic resonance that rises and falls like a jet airplane taking off or landing.

SpFlangr: A Step Flanger is a Flanger effect with clearly noticeable steps rather than continuous pitch changes.

Compress: A compressor reduces signal peaks and boosts low levels, smoothing out unevenness in volume.

Limiter: A limiter prevents the volume from exceeding a certain level without boosting low levels.

HexaCho: Hexa Chorus uses six layers of chorused sound to give richness and spatial spread to the sound.

Trem Cho: Tremolo Chorus is a chorus effect with added Tremolo (cyclic modulation of the volume).

StChorus: This is a stereo chorus.

Space-D: A multiple Chorus that gives no impression of modulation, but produces a transparent Chorus effect (the perfect "stereo maker").

StDelay: Delay is an effect that allows you repeat the input signal, thus creating echoes (repetition).

Mod Dly: This effect adds modulation to the delayed sound, producing an effect similar to a Flanger.

3Tap Dly: The Triple Tap Delay produces three delay sounds; center, left and right.

4Tap Dly: Delay with four repetition lines.

TmCtrDly: This effect controls the delay time in realtime.

Reverb: A nice Reverb effect.

GteRevNr: Gate Reverb is a special type of Reverb in which the reverberant sound is suddenly cut off (and does not gradually decrease).

GteRevRv: A gated Reverb effect that sounds "backwards".

GteRevS1: The reverberant sound moves from right to left.

GteRevS2: The reverberant sound moves from left to right.

2PtchShf: A Pitch Shifter changes the pitch of the original sound. This 2-voice effect has two pitch shifters, and adds two transposed copies to the original sound.

FbPtchShf: Pitch Shifter with several echoes.

OD►Chors: This effect connects an Overdrive and a Chorus in series. ("Series" means that the first effect is also processed by the second.)

OD►Flger: This effect connects an Overdrive and a Flanger in series.

OD►Delay: This effect connects an Overdrive and a Delay in series.

DS►Chors: This effect connects distortion and a Chorus in series.

DS►Flger: This effect connects distortion and a Flanger in series.

DS►Delay: This effect connects distortion and a Delay in series.

EH►Chors: This effect connects an Enhancer and a Chorus in series.

EH►Flger: This effect connects an Enhancer and a Flanger in series.

EH►Delay: This effect connects an Enhancer and a Delay in series.

Cho►Dly: This effect connects a Chorus and a Delay in series.

FL►Delay: This effect connects a Flanger and a Delay in series.

Cho►Flgr: This effect connects a Chorus and a Flanger in series.

Cho/Dly: This effect connects a Chorus and a Delay in parallel. ("Parallel" means that the input signal is processed by two effects that do not interact.)

FL/Delay: This effect connects a Flanger and a Delay in parallel.

Cho/Flgr: This effect connects a Chorus and a Flanger in parallel.

Note: This setting can be saved to a User Program (see p. 41).

Note: By default, MFX type selection is linked to Tone selection for the Main part. This can be switched off, however, see "Tone MFX°" (p. 39). Note that this does not apply to all Tones.

(5) While selecting an MFX type, play a few notes on the keyboard to audition the effect.

(6) Press another "big" button in the DATA ENTRY section to leave this function.

Note: If the MFX is on, the Main part is no longer processed by the Chorus effect. But the MFX also contains Chorus algorithms (either in isolation or in combination with other effects).

Reverb

Reverb is an effect that gives you the impression of playing in a concert hall, a room or another acoustic environment that reflects the sounds that are being produced.

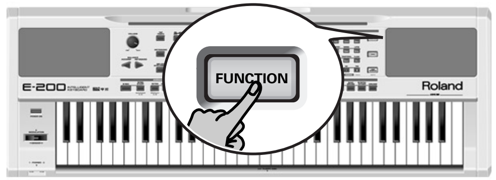
When you switch on the E-200/E-100, all three Keyboard parts (Main, Dual, Split) as well as the Arranger and Song parts are processed by the internal Reverb effect.

If you don't need that, you can either switch off the Reverb processor (in which case none of the E-200/E-100's 19 parts are processed) or prevent just one Keyboard part from being processed. You cannot change the amount of Reverb that is added to the Arranger or pre-recorded Song parts.

●Switching the Reverb on/off

Use the following procedure if you want no Reverb at all (for none of the E-200/E-100's parts), or to select another Reverb type.

(1) Press the [FUNCTION] button (it must light).



(2) Use FAMILY ◄► to select "EFFECTS".

The E-200/E-100's function parameters are divided into 9 logical "families". For the following, we need to select the effects group.

(3) Use SELECT ◄► to select the "REV" parameter.



Note: See also "Working with the FAMILY and SELECT buttons" (p. 17).

(4) Use the [NO/–]/[YES/+] buttons to select "Off" if you don't need the Reverb processor. Otherwise, select one of the eight available types:

Type	Explanation
Room 1~3	These types simulate the Reverb characteristics of a room. The higher the number (1, 2, or 3), the "bigger" the room becomes.
Hall 1, 2	These types simulate the Reverb of a small (1) or large (2) concert hall and thus sound far "bigger" than the Room types above.
Plate	Digital simulation of a metal plate that is sometimes used for creating Reverb effects. Works well for percussive sounds.
Delay	A Delay effect (no Reverb). Works a lot like an echo effect and thus repeats the sounds.
Pan Delay	This is a stereo version of the preceding Delay effect. It creates repetitions that alternate between the left and right channels.

(5) Play a few notes on the keyboard to audition the effect.

●Changing the amount of Reverb processing for the Keyboard parts

To change the Reverb depth (i.e. how much Reverb is added to a part), proceed as follows:

(6) If the [FUNCTION] button still lights, use SELECT [◄][►] to select one of the following parameters.



Reverb depth of the Main part.



Reverb depth of the Dual part.



Reverb depth of the Split part.

(If [FUNCTION] doesn't light, first perform steps (1) and (2) above.)

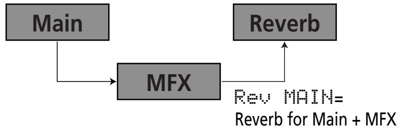
(7) Use [NO/–]/[YES/+] to select "0" if you don't want the selected Keyboard part to be processed by the Reverb effect. Otherwise, set the desired value.

If you selected an MFX type (see p. 32), the Rev MAIN parameter no longer affects the Main part directly, but rather the MFX signal.

When the MFX is set to "Off"



When the MFX is set to any other type



"Rev Main= 100" then means: Reverb depth of the processed Main signal coming out of the MFX. This can be used for a variety of interesting applications: Distortion (MFX) + Reverb (REV), Rotary (MFX) + Plate (REV), etc.

(8) Play a few notes on the keyboard to audition the effect.
Do not forget to activate the Split or Dual part if you wish to audition its Reverb depth.
Note: This setting can be saved to a User Program (see p. 41).

(9) Press another "big" button in the DATA ENTRY section to leave this function.

Chorus

Chorus broadens the spatial image of the sound and creates a stereo impression. You can choose from 8 types.

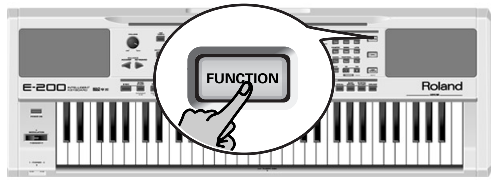
When you switch on the E-200/E-100, none of the three Keyboard parts (Main, Dual, Split) are processed by the internal Chorus effect. Note also that the Chorus effect **doesn't affect the Main part** if the MFX is set to anything but "Off".

If you don't need Chorus, you can either switch off the Chorus processor (in which case none of the E-200/E-100's 19 parts are processed) or prevent just one Keyboard part from being processed. You cannot change the amount of Chorus that is added to the Arranger or pre-recorded Song parts.

●Switching the Chorus effect on/off

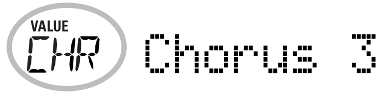
Use the following procedure if you want no Chorus at all (for none of the E-200/E-100's parts), or to select another Chorus type.

(1) Press the [FUNCTION] button (it must light).



(2) Use FAMILY [◄][►] to select "EFFECTS".

(3) Use SELECT [◄][►] to select the "CHR" parameter:



Note: See also "Working with the FAMILY and SELECT buttons" (p. 17).

(4) Use the [NO/–]/[YES/+] buttons to select "Off" if you don't need the Chorus processor. Otherwise, select one of the eight available types:

Chorus 1	Chorus 4	S-Delay
Chorus 2	FB Chorus	SDelayFb
Chorus 3	Flanger	

(5) Play a few notes on the keyboard to audition the effect.

●Changing the amount of Chorus processing for the Keyboard parts

To change the Chorus depth (i.e. how much Chorus is added to a part), proceed as follows:

(6) If the [FUNCTION] button still lights, use SELECT [◄][►] to select one of the following parameters.

VALUE 0 Chr MAIN

Chorus depth of the Main part*.

VALUE 0 Chr DUAL

Chorus depth of the Dual part.

VALUE 0 Chr SPLIT

Chorus depth of the Split part.

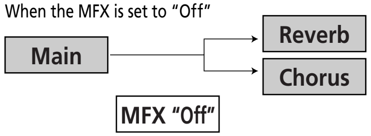
(*) Though this parameter is displayed even when MFX is set to something else than "Off", the Main part is not processed by the Chorus effect.

(If [FUNCTION] doesn't light, first perform steps (1) and (2) above.)

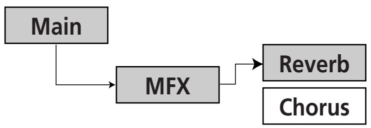
(7) Use [NO/–]/[YES/+] to select "0" if you don't want the selected Keyboard part to be processed by the Chorus effect. Otherwise, set the desired value.

If you selected an MFX type (see p. 32), the Chr MAIN parameter has no effect (even though it is displayed).

When the MFX is set to "Off"



When the MFX is set to any other type



(8) Play a few notes on the keyboard to audition the effect. Do not forget to activate the Split or Dual part if you wish to audition its Chorus depth.

Note: This setting can be saved to a User Program (see p. 41).

(9) Press another "big" button in the DATA ENTRY section to leave this function.

V-LINK function

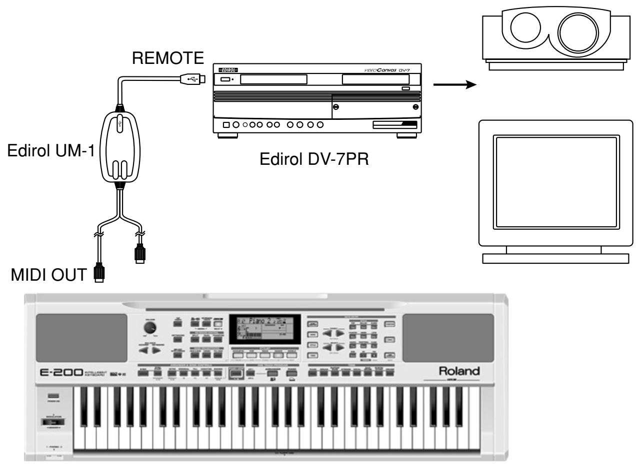
V-LINK is a function that provides for the integration of music and visual material. By using V-LINK-compatible video devices (i.e. an Edirol DV-7PR), visual effects can be easily linked to, and made part of the expressive elements of a performance.

By using the E-200/E-100 with an Edirol DV-7PR, you can:

- Use the E-200/E-100's keyboard (highest octave) to switch images (clips). Press and hold a key for longer transition ("fade"). Briefly press a key for fast transitions.
- The numeric buttons [0]~[9] are used for switching palettes (only if the [USER PROGRAM] button lights).
- Use the BENDER axis of the BENDER/MODULATION lever to change the playback speed of the picture material or to select a different color.
- Use the STYLIST buttons to change the effect (VFX1~4).

Note: V-Link signals can be transmitted via MIDI OUT.

(1) Connect the E-200/E-100's MIDI OUT socket to the MIDI IN socket of the external video processor (or to a UM-1 interface).



(2) .Press the [V-LINK] button (it lights blue).



(3) Use the BENDER, the assigned buttons or "V-LINK" keys (highest octave) to manipulate the video pictures in sync with your music (see below).

(4) Press [V-LINK] again to switch off this function (the button goes dark).

V-LINK functions that the E-200/E-100 can control (and corresponding MIDI messages)

The E-200/E-100 provides the following functions for controlling V-LINK compatible video equipment.

- **Keyboard**: Clip 1~8→ Program Change: 00H~08H
  Press the keys in the highest octave to switch clips.
- **Keyboard velocity**: Dissolve Time→ CC23
  The velocity of the keys in the highest octave controls the speed of transition between images.
- [1]~[0] **buttons** (if the [USER PROGRAM] button lights): Palette 1~10→ CC00 (Bank Select)/00H~09H
  While the [V-LINK] button lights, press buttons [1]~[0] to switch palettes 1~10. (The numeric buttons also perform their "normal" functions.)
- **BENDER** axis of the BENDER/MODULATION lever: Playback Speed→ Pitch Bend
  Moving the lever toward the right will speed up playback, and moving it toward the left will slow down playback. At the center position, playback speed will be normal.
- **MODULATION** axis of the BENDER/MODULATION lever: Clip color→ CC24 (Color CB), CC25 (Color CR)
  Press the lever towards the rear of the E-200/E-100 to change the color. There are five steps that can be selected by pressing the lever several times: green, violet, blue, red, original clip color.

- **STYLIST buttons**: VFX1~4, None (ACOUSTIC= None, POP= V-FX 1, ROCK= V-FX 2, DANCE= V-FX 3, WORLD= V-FX 4)
  Use these buttons to change the video effects. This function is not available if the receiving video processor is already set to “Off”.
  Note: VFX2 is not supported by the DV-7.
  Note: All V-LINK messages are transmitted on MIDI channels 13 and 14.

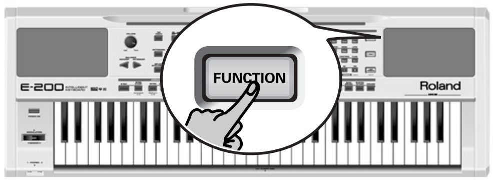
11. Function menu

The E-200/E-100's Function mode contains more advanced settings you may not need every day. They allow you to fine-tune your instrument's response. It would therefore be a good idea to familiarize yourself with these parameters. Most settings ("") can be written to a User Program (see p. 41). Other parameters ("°") are saved to the Flash memory when you leave the Function mode.*

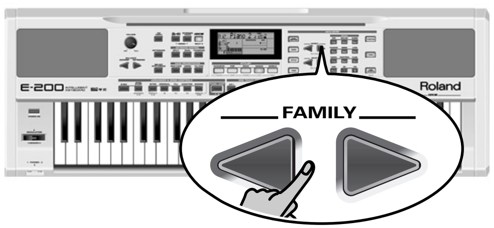
Editing parameters (general procedure)

You can edit the E-200/E-100's Function parameters via the display. Here is a general outline of the procedure for all parameters discussed below:

(1) Press [FUNCTION].

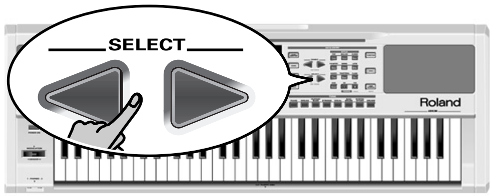


(2) Use FAMILY [◄][►] to select the Function group that contains the desired parameter:



■ KB SET: KbdTouch, MsterTune, Transpos, TransMod, PB Range, KeySplit, SpltHold, SpltInt, FSW
■ METRONOM: Mtro TS, MetroVol, Count-In
■ OCTAVE: MAIN Oct, DUAL Oct, SPLT Oct
■ VOLUME: Main Vol, Dual Vol, SplitVol, Auto Bass, AccDrums, AccBass, Accomp
■ ARR SET: ArrChord, Arr Hold, IntMode, EP Chord, Bass Inv, MI (Melody Intelligence)
■ EFFECTS: REV (Reverb), CHR (Chorus), MFX, Tone MFX, Rev MAIN, Chr MAIN, Pan MAIN, Rev DUAL, Chr DUAL, Pan DUAL, RevSPLIT, ChrSPLIT, PanSPLIT
■ KB SCALE: Scale C/C♯/D/E♭/E/F/F♯/G/A♭/A/B♭/B, Scale Mode
■ MIDI: Local, MidiTxRx, Sync Rx, Style PC, LyricsTx, NTARx14, PicthBnd, Modulatn, ProgChng, Velo Rx, Clock Tx, StartStp, SongPosP
■ UTILITY: InitFLASH, Resume
■ WriteSNG (see p. 45)
■ WriteSTL (see p. 45)
■ RemoveSNG (see p. 46)
■ Remove STL (see p. 46)

(3) Use SELECT [◄][►] to select the parameter you wish to edit (see below).



Note: In FUNCTION mode, SELECT [◄][►] do not allow you to jump from one family to the next.

The "VALUE" message and a setting appear to signal that you can change ("edit") the selected parameter.

(4) Use the DATA ENTRY [NO/–]/[YES/+] buttons to modify the setting of the selected parameter.
Note: See also "Working with the FAMILY and SELECT buttons" (p. 17).
Note: To return to the default value of the currently selected parameter, press [+] and [–] simultaneously.

(5) Use FAMILY [◄][►] to select another Function parameter.

(6) Continue with step (3).

(7) Press another "big" button in the DATA ENTRY section to leave this function.

KB SET parameters

■ Kbd Touch*

(1~127, Default setting: 110) Use this parameter to set the E-200/E-100's fixed velocity value that will be used when the KEY TOUCH icon is not displayed. See p. 31.

Note: This parameter can also be selected by pressing and holding [KEYBOARD TOUCH].

■ MstrTune° (Master Tune)

(427.4~452.6, Default setting: 440.0) This parameter allows you to change the E-200/E-100's overall tuning, which may be necessary when you accompany a singer, an acoustic instrument, or when you play to a recording on CD or cassette.

■ Transpos*

(–12~12, Default setting: 0) Use this parameter to transpose the E-200/E-100 in semitones. If you're not sure what transposition is, see p. 30. This parameter can also be selected by pressing the [TRANSPOSE] button.

■ TransMod*

(Default setting: Int+Song) This parameter allows you to specify which parts should be affected by the Transpose setting:

Int: The Keyboard and Arranger parts will be transposed. Notes received via MIDI, however, will be played without change.

Song: Only the Song parts will be transposed. This is only meaningful when you play back a Standard MIDI File or one of your own songs with the E-200/E-100's Recorder.

MIDI: Only the notes received via MIDI will be transposed.

Int+Sng, **Int+MIDI**, **Sng+MIDI**, **All**: These are combinations of the above. *Int* could be useful to transpose only the Keyboard parts so that you can play to a Recorder song in "your" key but sound in the song's key.

■ PB Range° (Pitch Bend Range)

(0~24, Default setting: 2) This parameter allows you to set the interval that will be used when you push the BENDER/MODULATION lever fully to the left or to the right (Pitch Bend effect). You can set this parameter in semitone steps, with a maximum of 24 semitones (2 octaves), the default value being "2", which should be OK in most situations.

Note: Pitch Bend is only available for the Main, Dual and Split parts. See also p. 31.

■ KeySplit* (Split point)

(48~84, Default setting: 60) Use this parameter to set the split point for the Arranger mode and the Split part. The note you set here is the lowest note you can play with the Main part. The number refers to a note. "60" corresponds to the note "C4".

Note: You can also select this parameter by pressing and holding the ARRANGER/BAND button.

■ SpltHold* (Hold function for the Split part)

(On/Off, Default setting: Off) The SpltHold function memorizes the chords you play while the Split part is on and holds the corresponding notes until you play another chord.

■ Splt Int* (Split Chord Intelligence)

(On/Off, Default setting: Off) When you activate the SPLIT button, the E-200/E-100's Split Chord Intelligence function allows you to play major chords by pressing just one key, minor chords by pressing two keys, and more complex chords by pressing three keys. This system thus follows Arranger control, which is why it would be a good idea to select "On" whenever you are using the Split part while the ARRANGER icon is displayed.

■ FSW° (Footswitch Assign)



(Default setting: Sustain) After connecting an optional DP-2, DP-6, or BOSS FS-5U to the FOOTSWITCH socket on the rear panel, you can use this parameter for assigning a function to the footswitch.

Sustain: Also called "Hold" or "Damper", this function allows you to use the footswitch to hold the notes you play on the keyboard in much the same way as on an acoustic piano.

Sostenut: In this case, the footswitch functions as Sostenuto pedal (another pedal found on grand and digital pianos that allows you to sustain only those notes you played at the time you pressed the pedal).

Note: This function only applies to the Keyboard parts.

Soft: In this case, the footswitch functions as Soft pedal (a pedal found on grand and digital pianos that reduces the volume).

Note: This function only applies to the Keyboard parts.

Rotary S/F: Allows you to select the slow or fast speed of the Rotary effect. This only works, if the "Rotary" type is assigned to the MFX (see p. 32).

UsrPrgUp: Selects the next User Program (i.e. "10" if "9" is currently active).

UsrPrgDw: Selects the previous User Program (i.e. "1" if "10" is currently active).

Start/Stop: Starts and stops Arranger or Song playback. Same function as the START/STOP button.

Bass Inv: Switches the Bass Inversion function on and off (see p. 27).

Punch I/O: The footswitch can be used to activate and switch off punch in/out recording (see p. 25).

METRONOM parameters

■ Metro TS° (metronome time signature)

(1/4~6/4, 6/8, 9/8, Default setting: 4/4) This parameter allows you to set the metronome's time signature (number of beats per bar). Please bear in mind that this setting changes whenever you select a Music Style with a different time signature. See also p. 12 for how to use the metronome. This parameter can also be selected by holding down the METRONOME button.

■ Metro Vol° (metronome volume)

(0~127, Default setting: 100) Use this parameter whenever you think the metronome is too loud/soft with respect to the music. The default value is usually an appropriate setting.

■ Count-In

(On/Off, Default setting: Off) This parameter allows you to switch the count-in function for punch-in and normal recording (see p. 24) on or off. When on, the metronome will count down two measures (8 beats for a song with a 4/4 time signature).

Note: At power-on, the Count-In function is reset to "Off".

OCTAVE parameters

■ MAIN Oct*, DUAL Oct*, SPLIT Oct* (octave transposition)

(–4~0~4, Default setting: 0) These three parameters allow you to shift the octave of the part in question (Main, Split, or Dual) up or down by up to four octaves. This can be useful for Techno/Dance songs where you need a piano sound that plays in two different octaves.

To achieve this, assign two different (or the same) piano sounds to Main and Dual, activate the DUAL button, and set DUAL Octv to "–1" (or "1").

Note: When a Drum Kit is assigned to the Main part, the pitch of the drum/percussion sounds is not transposed. Instead, the keys are assigned to other drum/percussion sounds ("shifted"). Example: after setting "MAIN Oct" to "–1", the bass drum can be played with the C3 key (rather than the C2), while other sounds are available to the left of the C3.

VOLUME parameters

■ Main Vol*, Dual Vol*, SpltVol*: volume



(0~127, Default setting: 127 Main/110 Dual/100 Split) These three parameters allow you to set the volume of the Main, Dual, and Split parts respectively. Please note that the settings you make here have no effect if you used BALANCE ACCOMP to set the maximum volume for the Arranger/Song parts.

Note: The volume of the Dual part can also be set by holding down DUAL while pressing ACCOMP or KEYBOARD. The same is true of the Split part, except that you need to press and hold SPLIT.

■ Auto Bass*: status and volume

(OFF, 0~127, Default setting: OFF) Whenever the Split part is active, this parameter allows you to set the volume of the Auto Bass part (in which case the Auto Bass part is switched on). This part sounds monophonic bass notes based on the chords you play. If the Bass Inversion function (see p. 27) is off, the Auto Bass part sounds the root notes (fundamentals) of the chords you play with your left hand (using the Split part).

The Auto Bass part can also be added to the EP Chord part (see below), and then follows the same rules as that part. The Auto Bass' volume and status can be set independently for "Split use" and "EP Chord use".

In either case, select OFF if you don't need the Auto Bass part.

■ AccDrums*, AccBass*, Accomp*: volume

(**0~127**, Default setting: 100 AccDrums/100 AccBass/ 100 Accomp) These three parameters allow you to set the volume of three Music Style sections: the drums, the bass and the Accomp parts (1~6).

Note: The "Accomp" parameter does not have the same function as the BALANCE [ACCOMP] button. The button applies to all Arranger parts (thus also to the "AccDrums" and "AccBass" parameters).

ARR SET parameters

■ ChordInt* (Arranger Chord intelligence)

(Md1, Md2, Off, Default setting: Md1) This parameter allows you to select the chord intelligence system to be used by the E-200/E-100: the Roland system ("Md1", which makes more sense from an educational point of view, see page 61), or the "Md2" system, which can be used in the following way:

Major chords	Press the key that corresponds to the chord's fundamental.
Minor chords	Fundamental + any black key to the left of the fundamental.
Seventh chords	Fundamental + any white key to the right of the fundamental.
Minor seventh chords	Fundamental + any black key to the left + any white key to the right.

In either case, pressing just a few keys is therefore enough for obtaining full chords. If you are used to playing full chords, you can switch this function off.

■ ArrHold* (Arranger Hold)

(On/Off, Default setting: On) The Arranger Hold function memorizes the chords you play with your left hand and keeps playing the corresponding notes until you play another chord.

If you switch off ArrHold, the melodic Arranger parts (A.Bass, Accomp) stop playing as soon as you release the key(s) in the left half of the keyboard, leaving you only with the drum accompaniment.

For your convenience, this function is switched on every time you power on the E-200/E-100.

■ EP Chord° (left-hand St. Strings + bass)

(On/Off, Default setting: On) The EP Chord function (for "Educational Purposes") activates a stereo string sound and monophonic bass (if Auto Bass is set to "on") whenever (a) the ARRANGER icon is displayed, (b) the Arranger is stopped, and (c) [SYNC START] is off. This allows you to play chords (and a bass line) with your left hand in Arranger mode – without using the E-200/E-100's accompaniment function.

If you select "Off", however, the left half of the keyboard will be muted when conditions (a) and (b) are met and if the SPLIT icon is not displayed.

■ Bass Inv*

(On/Off) Use this parameter to change the way in which the Arranger reads the chords you play. See p. 27.

■ MI* (Melody Intelligence harmony type)

(Default setting: Traditnl) This parameter allows you to select the desired harmony type for the Melody Intelligence function.

Note: This parameter can also be selected by pressing and holding the [MELODY INTELL] button. See p. 27.

EFFECTS parameters

■ Rev* (Reverb Type)

(Default setting: Hall 2) Use this parameter to select the kind of Reverb that best suits your musical purposes, or to switch the Reverb processor "Off". See p. 33.

■ Chr* (Chorus Type)

(Default setting: Chorus 3) This parameter allows you to specify the type of Chorus effect, or to switch the Chorus processor "Off". See p. 34.

■ MFX* (MFX type)

(Default setting: Rotary) This parameter allows you to select the desired MFX type and to switch the MFX processor off. See p. 32 for details about the MFX. Selecting "Off" means that the MFX is off.

Note: MFX type selection can also be linked to Tone selection for the Main part.

■ Tone MFX°

(On/Off, Default setting: On) This parameter allows you to link the selection of an MFX type to the Tone you assign to the Main part. That way, a Distortion/Overdrive effect will be selected for a rock guitar sound, Rotary for an organ, etc.

■ Rev MAIN*

(0~127, Default setting: 100) This parameter allows you to set the Reverb Send Level for the Main part (i.e. how much Reverb should be added to the Main notes). Select "0" if the Main part may not be processed by this effect.

■ Chr MAIN*
(0~127, Default setting: 0) This parameter allows you to set the Chorus Send Level for the Main part (i.e. how much Chorus should be added to the Main notes). If you want this part to be processed by the Chorus effect, you need to select a value different from "0". This parameter is only used when the MFX parameter is set to "Off".

■ Pan MAIN*
(Rnd, R63~0~L63, Default setting: 0) This parameter allows you to set the stereo position of the Main part (i.e. its placement between the left and right speakers). "Rnd" means that the stereo position changes randomly for each note you play. Values starting with "L" correspond to the left speaker. "0" refers to the center, and values starting with "R" correspond to the right speaker.

■ Rev DUAL*
(0~127, Default setting: 100) This parameter allows you to set the Reverb Send Level for Dual part (i.e. how much Reverb should be added to the Dual notes). Select "0" if the Dual part may not be processed by this effect.

■ Chr DUAL*
(0~127, Default setting: 0) This parameter allows you to set the Chorus Send Level for the Dual part (i.e. how much Chorus should be added to the Dual notes). If you want this part to be processed by the Chorus effect, you need to select a value different from "0".

■ Pan DUAL*
(Rnd, R63~0~L63, Default setting: 0) This parameter allows you to set the stereo position of the Dual part (i.e. its placement between the left and right speakers). "Rnd" means that the stereo position changes randomly for each note you play. Values starting with "L" correspond to the left speaker. "0" refers to the center, and values starting with "R" correspond to the right speaker.

■ Rev SPLIT*
(0~127, Default setting: 100) This parameter allows you to set the Reverb Send Level for the Split part. Select "0" if the Split part may not be processed by this effect.

■ Chr SPLIT*
(0~127, Default setting: 0) This parameter allows you to set the Chorus Send Level for the Split part. If you want this part to be processed by the Chorus effect, you need to select a value different from "0".

■ Pan SPLIT*
(Rnd, R63~0~L63, Default setting: 0) This parameter allows you to set the stereo position of the Split part (i.e. its placement between the left and right speakers). "Rnd" means that the stereo position changes randomly for each note you play. Values starting with "L" correspond to the left speaker. "0" refers to the center, and values starting with "R" correspond to the right speaker.

KB SCALE parameters

■ Scale C*~Scale B* (Scale Tune)
(–64~63, Default setting: 0 for all notes) These parameters allow you to stray away from the usual semitone-interval scale (used in western music) by changing the pitch of the notes so as to accommodate other musical cultures or tuning methods (oriental, baroque music, etc.).

As you will notice, you can change the pitch of every note of one octave (C, C#, D, Eb, E...). The settings you make here apply to all notes of the same name (i.e. to every "C", every "C#", etc.). Most of the time, you will probably select the value "50" or "–50" as they correspond exactly to half a semitone up or down (quarter tone). Other settings may also be interesting, though.

■ Scl Mode*
(MN, ALL, Default setting: MN) This parameter allows you to specify which parts the Scale settings (see above) should apply to: only the Main part ("MN") or all parts ("ALL"). In some cases, choosing "ALL" may produce a more satisfactory result.

MIDI parameters

See page 43.

UTILITY parameters

■ InitFLSH (Flash initialization)
This function initializes (formats) the E-200/E-100's Flash memory, which is only necessary if the data in the Flash memory become unreadable.

Note: Executing this function erases all Standard MIDI Files and Music Styles in the E-200/E-100's Flash area.

Press [YES/+] in response to the flashing YES message. The "Sure?" message appears and the YES message starts flashing. Press [YES/+] to initialize the Flash area (or [NO/–] if you changed you mind).

After showing the "Complete" message, the E-200/E-100 leaves this function.

■ Resume
Select this function to recall the E-200/E-100's factory Function settings.

Note: Resume does not reset the MIDI parameters of the FUNCTION mode (see p. 43).

Press [YES/+] in response to the flashing YES message. After showing the "Complete" message, the E-200/E-100 leaves this function.

Note: There is no "Sure?" question that gives you time to think. Only press [YES/+] if you are certain you want to recall ALL factory Function settings.

12. Working with User Programs

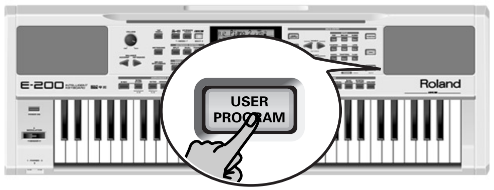
The E-200/E-100 is equipped with 10 User Program memories that allow you to store almost all settings (or registrations) you make on the front panel and via the Function menu (see p. 37).

Note: MIDI settings (see p. 43) are not saved to a User Program because the E-200/E-100 memorizes them automatically.

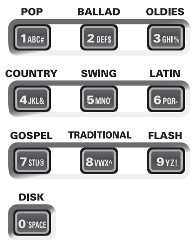
Writing your settings to a User Program

It is a good idea to write your settings frequently, even if you still need to do some editing afterwards. Those intermediary saves allow you to return to the previous stage whenever you do not like your last modifications.

(1) Press and hold the [USER PROGRAM/WRITE] button.
The E-200/E-100 now displays "-Write ?".



(2) Keep holding the [USER PROGRAM/WRITE] button while pressing a numeric button [0]~[9] to select the memory.



The display now responds with the "Complete" message.

(3) Release the [USER PROGRAM/WRITE] button.

Notes about writing User Programs

Leaving the User Program environment

Press any other "big" DATA ENTRY button to leave the User Program environment.

Meaning of the asterisk

* 7 USERPROG

At some stage, you may come across an asterisk message next to the User Program number.

It means that the last User Program you selected is still in effect but that the current settings no longer correspond to the ones in that memory. Such changes may include the status of the Reverb or Chorus effect, a changed volume value, etc.

Before selecting another User Program or switching off the E-200/E-100, you should therefore write these settings to the same (or a different) User Program if you want to keep them. Otherwise, you lose these changes.

Mode selection

The mode (Arranger, p. 13, Piano, p. 11) is also memorized when you write a User Program.

User Programs and the USER STL memory

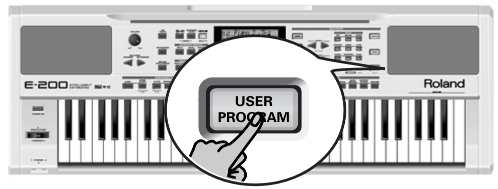
The last Music Style you selected before writing a User Program is also memorized. This even applies to the USER STL memory that may contain a Style loaded from floppy disk [E-200 only] or the Flash memory (see p. 16).

[E-200 only] The 10 User Programs can be saved to floppy disk as a set (see p. 49).

Selecting a User Program

Though the User Program memory you specified above is already selected, there will be times when you need to select another memory. In that case, here is what you need to do:

(1) Briefly press [USER PROGRAM/WRITE] (it lights). Do not hold this button down because doing so will start the Write procedure (see above).



The display now shows the number of the User Program you selected last, or "1" if you have not yet selected a User Program since switching on the E-200/E-100.

* 7 USERPROG

The asterisk "*" indicates that the E-200/E-100 is still using the last manual changes you may have made before selecting the User Program function. The number to the left of the USERPROG message therefore only means "this is the last memory you selected".

None of its settings are being used for the time being. By pressing another "big" button in the DATA ENTRY section, you can leave the User Program mode without changing your manual settings. This may be important to remember if you were about to write your settings and accidentally pressed the wrong button (or didn't press it long enough).

To actually select a User Program…

(2) Press one numeric button [0]~[9] to select the memory.

The settings of the selected User Program will be recalled.

Note: You can also use the FAMILY and SELECT ◄► buttons to select User Programs.

Note: As soon as you modify any setting (on the front panel or in the Function menu), the asterisk appears next to the User Program number.

(3) Press any other "big" button in the DATA ENTRY section to leave this mode.

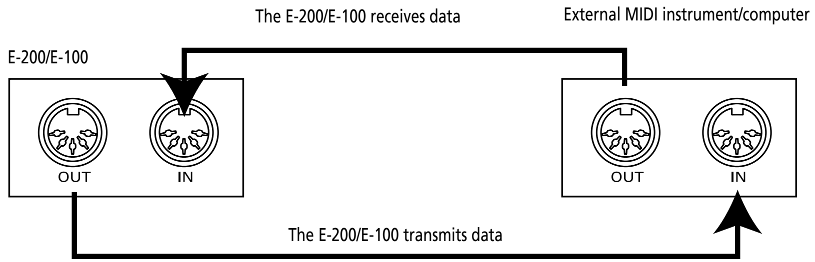
13. MIDI functions

MIDI is short for "Musical Instrument Digital Interface". The word refers to many things, the most obvious being a connector type that is used by musical instruments and other devices to exchange messages relating to the act of making music.

Each time you play on the E-200/E-100's keyboard or start the Arranger (or Song), your instrument transmits MIDI data to its MIDI OUT. If you connect the MIDI OUT socket to the MIDI IN socket of another instrument, that instrument may play the same notes as one of the E-200/E-100's parts, select sounds, etc.

MIDI is a universal standard, which means that musical data can be sent to and received by instruments of different types and manufacturers. Furthermore, MIDI allows you to connect your E-200/E-100 to a computer or hardware sequencer.

Connect your E-200/E-100 as shown to the right.



Channels

MIDI can simultaneously transmit and receive messages on 16 channels, so that up to 16 instruments can be controlled. Nowadays, most instruments –like your E-200/E-100– are multitimbral, which means that they can play several musical parts with different sounds.

Note: All E-200/E-100 parts are set to receive MIDI messages. If they do not seem to respond to the messages you send from the external controller, you should check whether the external controller's MIDI OUT is connected to the MIDI INput of your E-200/E-100.

The E-200/E-100's transmit and receive channels of all parts have been set in keeping with a tacit Roland standard and are therefore shared by all recent EM, E, G, and RA series instruments. You cannot change them. They also correspond to the track assignments of the 16-track Recorder:

1	Accomp 1	9	Accomp 6
2	Arranger bass	10	Arranger drums
3	Accomp 2	11	➔Split
4	➔Main	12	➔Auto Bass
5	Accomp 3	13	V-Link
6	➔Dual	14	V-Link
7	Accomp 4	15	Melody Intell. (see p. 27)
8	Accomp 5	16	(➔Main*)

(*) If you assign a Drum Kit to the Main part.

MIDI Function parameters

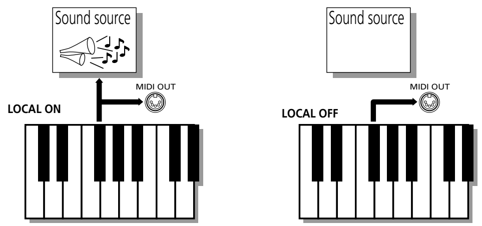
See "Editing parameters (general procedure)" (p. 37) for how to select and set these Function parameters (they belong to the "MIDI" family).

Note: With the exception of "Local", all MIDI parameter settings are saved as soon as you leave the Function mode.

■ Local

(On/Off, Default setting: On) The Local parameter allows you to establish or remove the connection between the E-200/E-100's keyboard/Recorder and the internal tone generator.

When set to "**ON**" (default), playing on the E-200/E-100's keyboard or playing back a Recorder song will cause the corresponding notes to sound. If you select "**OFF**", the corresponding MIDI messages are no longer sent to the internal tone generator – but they are still transmitted to the MIDI OUT port and hence to external MIDI instruments.



Note: The setting of this parameter is not memorized when you switch the E-200/E-100 off.

■ MIDI TxRx° (MIDI transmission and reception)

This parameter allows you to specify which E-200/E-100 parts should transmit and receive MIDI messages:

Option	Meaning
ALL	All parts.
KBD	Only the Keyboard parts (see ➔ in the table above).
STL	Only the Arranger parts (AccDrums~Accomp 6).
SNG	Only the Song parts (1~16).
OFF	None of the E-200/E-100's parts transmits/receives MIDI messages.

■ Sync Rx° (MIDI synchronization)

Use this parameter to specify how the E-200/E-100 should be synchronized (as slave) to an external MIDI sequencer, computer, drum machine, etc.

"Synchronization" is a learned term for the fact that one device (or function) is set to start and stop at the same time as another device (or function), and to run at the same tempo (BPM).

Please note that synchronization is only possible when you connect the external device's MIDI OUT socket to the E-200/E-100's MIDI IN socket (though you can also work the other way around; in that case, see the sequencer's manual for details).

Off	In this case, the E-200/E-100 is not synchronized with other MIDI devices. It is thus impossible to start/stop it via MIDI.
On	Arranger playback and Song recording/playback are synchronized if the E-200/E-100 receives MIDI Start and Stop messages followed by MIDI Clock signals. If the E-200/E-100 receives only a Start message, it will wait a moment to see if there are also MIDI Clock messages coming. If there are, it will synchronize to them. If there are no MIDI Clock messages, it will follow its own tempo. In either case, you can stop playback or recording with a MIDI Stop message.

■ Style PC° (Style Select TxRx Channel)

(OFF, 1~16, Default setting: 10) As its name implies, the Style Select channel is used to receive and transmit program changes that cause the E-200/E-100 or the external instrument to select another Music Style.

■ Lyrics Tx° (Transmit Lyrics messages)

(On/Off, Default setting: Off) The E-200/E-100 can transmit Lyrics messages contained in Format 0 Standard MIDI Files you play back. It cannot display them, but it allows you to transmit them to a device capable of displaying Lyrics messages (such as the Roland LVC-1). This filter allows you to enable (On) or disable (Off) the transmission of Lyrics data.

■ NTA Rx14° (Note-to-Arranger reception on/off)

(On/Off, Default setting: On) *NTA* is short for "Note-to-Arranger", or the notes you play in the left half of the keyboard to feed the Arranger with chord information. These notes can also be received via MIDI (from an accordion, a digital piano, an organ, for example). If you want to use the Arranger without playing on the E-200/E-100's keyboard, you must transmit these notes on MIDI channel 14 (from your computer or external MIDI instrument to the E-200/E-100) and select "On" here.

NTA notes can only be received (they are not transmitted). The notes you play on the E-200/E-100's keyboard are indeed transmitted to the Arranger, from there to the Arranger parts, and used to play the accompaniment in the right key. Since all Music Style notes are transmitted via MIDI, there is no need to send the NTA notes separately.

■ PitchBnd° (Pitch Bend)

(On/Off, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Pitch Bend messages. These messages are used to temporarily increase or decrease the pitch of the Keyboard-part notes (Main, Dual, Split).

■ Modulatn° (Modulation)

(On/Off, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Modulation messages. These messages are used to add vibrato to the notes you play (control change CC01).

■ ProgChng° (Program Change)

(On/Off, Default setting: On) This filter allows you to enable (On) or disable (Off) the transmission and reception of Program Change messages. These messages are used to select Tones, Styles, or User Programs.

■ Velo Rx° (Receive Velocity)

(On, 1~127, Default setting: On) This filter allows you to enable (On) or disable the reception of velocity messages. This only applies to note messages *received* via MIDI. Choose the velocity value to be substituted for the actual values the E-200/E-100 receives (1~127), or select "On" to use the velocity values as is.

■ Clock Tx° (synchronization)

(On/Off, Default setting: On) This parameter allows you to determine whether (On) or not (Off) the Arranger and Recorder send MIDI Clock messages when you start them. These messages are necessary for synchronizing external MIDI instruments/sequencers/software to the E-200/E-100.

■ StartStp° (Start/Stop/Continue)

(On/Off, Default setting: On) This option allows you to specify whether or not the Arranger and Recorder send Start/Stop/Continue messages when you start or stop them. Select "Off" when you wish to control the tone generator of a MIDI organ, etc., without starting or stopping its automatic accompaniment.

■ Song PosP° (Song Position Pointer)

(On/Off, Default setting: On) The E-200/E-100's Recorder also sends and receives Song Position Pointer messages that indicate the exact location of the notes that are being played back. Select "OFF" if you don't want the Recorder to send or receive these messages.

14. Data management

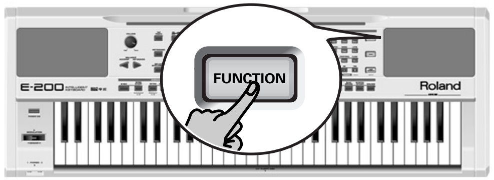
Working with the Flash memory

Let us first have a look at the remaining Function parameters. They allow you to save newly recorded songs and Styles loaded from a floppy disk [E-200 only] to the E-200/E-100's Flash memory, and to remove such files.

Saving songs to a Flash memory

Songs you record or edit with the E-200/E-100's Recorder (or that you modify using the Stylist functions) can be saved to its Flash memory or floppy disk [E-200 only]. See page 49 for how to save them to floppy and page 16 for how to select songs in the Flash memory.

(1) Press [FUNCTION].



(2) Use FAMILY ◄► to select the "WriteSNG" parameter. Wait until the display looks as shown above, then proceed with the following step.

TEMPO
Wrt SONG 001 ♩=YES

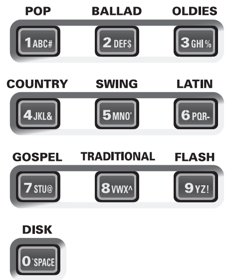
The E-200/E-100 automatically selects a Flash memory that doesn't yet contain data. (The first character, "S", flashes.)

Note: If no vacant Flash memory remains or if the memory capacity is exhausted, the display shows the "Mem Full" message when you select this function. In that case, it will be impossible to save your song. You can, however, delete another song ("Remove") and repeat step (2) and following.

Note: The "No Song" message means that there are no song data that could be saved.

(3) If necessary, use the SELECT ◄► buttons to move the cursor to another character position (that character flashes).

(4) Use the numeric buttons to assign a character to that position.



The available characters are:

_ ! # $ % & ' – @ ^ '
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

Note: Each time you press another numeric button (for entering characters), the cursor advances automatically to the next position. This works like a mobile phone.

(5) Repeat steps (3) and (4) to assign the desired characters to the remaining positions.

(6) After entering the name, press the [YES/+] button to save the song to the E-200/E-100's Flash memory.
The display now counts down:

Writing

At the end of the saving operation, the display briefly shows the "Complete" message.

Note: Press [NO/–] if you do not wish to save the song after all.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

Saving Styles to a Flash memory [E-200 only]

Music Styles you load from floppy disk (and which are copied to the USER STL memory at that time) can be saved to a Flash memory.

(1) Press [FUNCTION].

(2) Use FAMILY ◄► to select the "WriteSTL" parameter. Wait until the display looks as follows, then proceed with the next step:

TEMPO
Wrt TANGO ♩=YES

The E-200 automatically selects a Flash destination memory that doesn't yet contain data. (The first character flashes.)

Note: If no vacant Flash memory remains or if the memory capacity is exhausted, the display shows the "Mem Full" message when you select this function. In that case, it will be impossible to save the Music Style. You can, however, delete another Style ("Remove") and repeat step (2) and following.

Note: The "No Style" message means that there are no Style data that could be saved.

(3) If necessary, use the SELECT ◄► buttons to move the cursor to another character position (that character flashes).

(4) Use the numeric buttons to assign a character to that position.
The available characters are:

_ ! # $ % & ' – @ ^ '
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

(5) Repeat steps (3) and (4) to assign the desired characters to the remaining positions.
Note: Each time you press another numeric button (for entering characters), the cursor advances automatically to the next position. This works like a mobile phone.

(6) After entering the name, press the [YES/+] button to save the Style to the E-200's Flash memory.

The display now counts down:

Writing

At the end of the saving operation, the display briefly shows the "Complete" message.

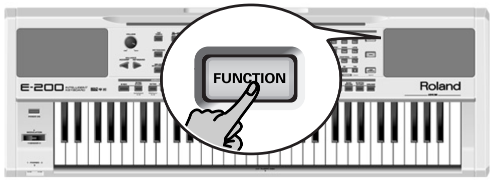
Note: Press [NO/–] if you do not wish to save the Music Style after all.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

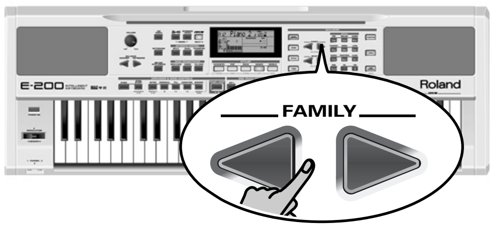
Removing songs from the Flash memory

Songs you no longer need can be deleted (which is called "Remov" here) to make room for new songs.

(1) Press [FUNCTION].



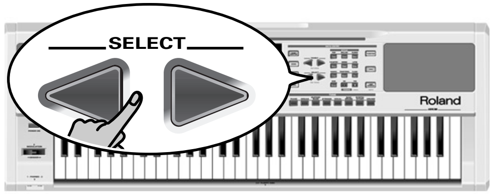
(2) Use FAMILY [◄][►] to select the "RemovSNG" parameter.



Wait until the display shows the name of the first song memory (101), then proceed with the following step.

Note: The "No Song" message means that there are no song data that could be deleted.

(3) Use the SELECT [◄][►] buttons to select the song you wish to delete.



(4) Press the [YES/+] button.
The display now shows the "Sure?" message, while YES starts flashing.

(5) Press the [YES/+] button again to delete the song (or [NO/–]] if you do not want to delete it after all).
The display now shows the following message:

Removing

Once the file has been deleted, the display briefly shows the "Complete" message.

(6) Press another "big" button in the DATA ENTRY section to leave this function.

Removing Styles from the Flash memory [E-200 only]

Styles you no longer need can be deleted (which is called "Remov" here) to make room for new Styles.

(1) Press [FUNCTION].

(2) Use FAMILY [◄][►] to select the "RemovSTL" parameter.
Wait until the display shows the name of the first Style memory (101), then proceed with the following step.

Note: The "No Style" message means that there are no Music Style data that could be deleted.

(3) Use the SELECT [◄][►] buttons to select the Music Style you wish to delete.

(4) Press the [YES/+] button.
The display now shows the "Sure?" message, while YES starts flashing.

(5) Press the [YES/+] button again to delete the Style (or [NO/–] if you do not want to delete it after all).
The display now shows the following message:

Removing

Once the file has been deleted, the display briefly shows the "Complete" message.

(6) Press another "big" button in the DATA ENTRY section to leave this function.

Archiving data using a computer (USB)

The E-200/E-100's USB port can be used for exchanging files with a computer.

As long as the USB icon is not displayed, the USB port is not used.

If the icon is displayed, however, your E-200/E-100 will appear as an external drive on your PC's or Mac's desktop:



The drive letter ("E:" in the above illustration) depends on the number of drives recognized by Windows (and is of no importance for MacOS).

Note: Data transfer is possible with Windows 2000/Me/XP or later/ Mac OS 9.04 or later. If you encounter problems with your system, please contact your nearest Roland service center for details.

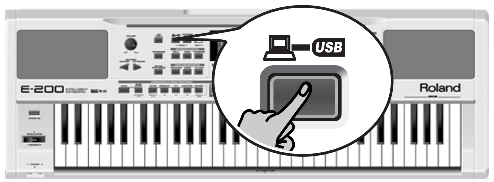
Once recognized, you can copy files to the "Song" or "Style" folder by dragging and dropping them using the usual routines. **The "Style" and "Song" folders cannot be deleted and must not be renamed**. You can empty them by dragging all files they contain to the trash, though.

Proceed as follows (Windows XP):

(1) Restart your PC.

(2) Switch on your E-200/E-100.

(3) Press the E-200/E-100's [USB] button.



The display shows the error message "No Cable" to signal that USB communication is impossible.

(4) Connect the E-200/E-100's USB port to a free USB port of your computer using the supplied cable.



The USB icon appears and the display shows "PC<>E200" (or "PC<>E100").

Note: If you do not connect a USB cable within 15 seconds, the E-200/E-100 returns to its normal mode.

Note: Never switch off the E-200/E-100 while the "Writing" message is displayed, because doing so would damage all data in the E-200/E-100's Flash area. (See "InitFLSH (Flash initialization)" (p. 40) if you need to repair the Flash area after an erroneous operation.)

Note: The "Wait... Connection Proceding" message may appear when you press the [USB] button.

Proceed as follows (other operating systems):

(1) Switch on your Mac or PC if it isn't on already.

(2) Switch on your E-200/E-100 if it isn't on already.

(3) Press the E-200/E-100's [USB] button.
The display shows the error message "No Cable" to signal that USB communication is impossible.

Note: If you do not connect a USB cable within 15 seconds, the E-200/E-100 returns to its normal mode.

(4) Connect the E-200/E-100's USB port to a free USB port of your computer using the supplied cable.
The USB icon appears and the display shows "PC<>E200" (or "PC<>E100").
If you prefer to use another cable, choose one with the correct USB jack types (a "square" one for the E-200/E-100 and probably a "flat" one for your computer).

Note: Do not connect the E-200/E-100 to a USB hub. Always connect it directly to your computer.

Note: Never switch off the E-200/E-100 while the "Writing" message is displayed, because doing so would damage all data in the E-200/E-100's Flash area. (See "InitFLSH (Flash initialization)" (p. 40) if you need to repair the Flash area after an erroneous operation.)

For all operating systems:

Note: If you press the [USB] button without connecting the USB cable, the display shows the error message "No Cable" to signal that USB communication is impossible. Connect a cable to cause this message to disappear.

(5) Open the "My Computer" window (Windows) and check whether your computer has found an "E200_E100" drive.

(6) Open that drive by double-clicking on its icon.

(7) Open either the "Style" or the "Song" folder.
This depends on whether you want to delete/rename/add Music Styles or Standard MIDI Files.

(8) Do one of the following:
- Copy the desired Music Styles from the "Style" folder to your computer's hard disk using drag & drop.
- Copy the desired songs from the "Song" folder to your computer's hard disk using drag & drop.
- Copy the desired Music Styles from your computer's hard disk to the "Style" folder using drag & drop. (See also the explanation below step (10).)
- Copy the desired songs from your computer's hard disk to the "Song" folder using drag & drop.
- Rename the desired Style or song files in the "Style" or "Song" folder.
- Delete the files you no longer need.

Note: While the "PC<>E200" message is displayed, all of the E-200/E-100's buttons and keys are blocked.

(9) To disconnect the E-200/E-100 from your computer:
- **Macintosh**: Drag the "E200_E100" (or "Removable Disk") icon to the trash.
—OR—

- **Windows**: Click on the removal icon on the task bar. Wait until a drop-down menu appears and select the entry that says something to the effect of "Stop USB disk E200_E100". You should now see a window that says something to the effect of "The USB device XX can now be safely removed from the system". Click on the [OK] button.

—THEN—

- Disconnect the USB cable from your computer and the E-200/E-100.

(10) **Press the [USB] button again.**
The display shows the "Sure?" message.

(11) **Press [YES/+] (the icon disappears).**
(Press [NO/–] to remain in USB mode.)
If you copied Music Styles from your computer to the Flash area, the display now shows "Wait... Converting Styles" to indicate that files with the extension ".STL" are converted to the E-200/E-100's Music Style format (".STH").
Note that this conversion is only necessary for Music Styles in the E-200/E-100's Flash area that do not yet have the ".STH" extension.
Note: This operation adds a few bytes to every converted Music Style. In rare circumstances (when the Flash area is nearly full), this may lead to the impossibility to convert all Styles that still have the extension ".STL". The E-200/E-100 then displays the "MemFull" message to signal that the conversion was aborted before reaching the last ".STL" file. All Styles up to that point have been converted, though, and can be used.

Disk functions [E-200 only]

The E-200's Disk functions allow you to save the Recorder Song in the USER SNG memory to disk, to save and load your files to and from disk, to delete files on a floppy disk, and format disks.

Though you can use 2DD or 2HD floppies, 2HD disks have twice the capacity of 2DD disks, so use 2HDs whenever you can.

Whenever the disk drive writes data to or reads data from disk, the Disk icon (DISK) flashes in the display. **Do not remove the floppy disk while this icon is displayed** *as that may damage both the disk drive and the disk (so that it becomes unreadable).*

Loading User Programs from disk

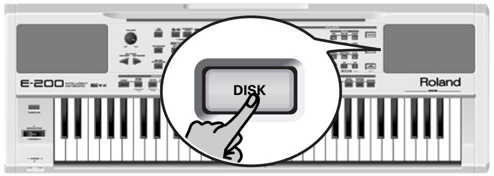
This load function is called LOAD Upr. It allows you to transfer a set of 10 User Programs (i.e. for all memories) to the E-200's internal memory. This will overwrite the User Programs that currently reside in the internal memories.

Note: If you wish to use the User Programs in the internal memory at a later stage, first save them to disk before proceeding. See p. 49.

Note: The User Program set data also contain the TONE button assignments (page 28). After loading a User Program set, the eight TONE buttons may therefore select other sounds than before.

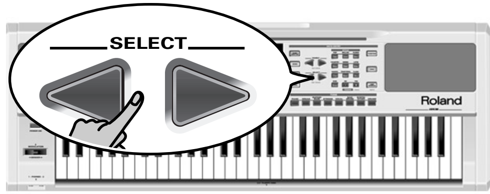
(1) Insert a disk into the drive.

(2) Press [DISK] to select the Disk mode.



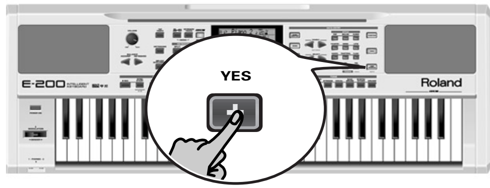
The "LOAD Upr" function is already selected, so there is nothing else you need to do. (Otherwise, use FAMILY ◄► to select this parameter.)

(3) Use SELECT ◄► to select the User Program Set you wish to load.



The YES message next to it starts flashing.

(4) Press the [YES/+] button to load the selected file.



Note: Press [NO/–] if you do not want to load the selected file after all.

If you pressed [YES/+], the display now shows the message "Loading". Once the data have been loaded, the "Complete" message briefly appears.

(5) Press another "big" button in the DATA ENTRY section to leave this function.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
No Files	The disk you inserted contains no User Program data.
NoFormat	The floppy disk is either not formatted or uses a format the E-200 doesn't recognize. Press [YES/+] to format it now (*careful*: this will erase all data on disk).
Disk Err	The disk is probably damaged and cannot be used.
File Err	The file you selected is damaged and cannot be loaded.

Loading songs from disk

LOAD Sng allows you to load a song on floppy disk into the E-200/E-100's User memory.

(1) Insert a disk into the drive.
(2) Press DISK to select the Disk mode.
(3) Select the "LOAD Sng" function using FAMILY ◄►.
(4) Use SELECT ◄► to select the song you wish to load.
The YES message next to it starts flashing.
(5) Press the YES/+ button to load the selected file.
Note: Press NO/– if you do not want to load the selected file after all.

If you pressed YES/+, the display now shows the message "Loading". Once the data have been loaded, the "Complete" message briefly appears.
(6) Press another "big" button in the DATA ENTRY section to leave this function.
Note: See also "Possible error messages" above.

Loading Music Styles from disk

LOAD Stl allows you to load a Music Style on floppy disk into the E-200/E-100's User memory.

(1) Insert a disk into the drive.
(2) Press DISK to select the Disk mode.
(3) Select the "LOAD Stl" function using FAMILY ◄►.
(4) Use SELECT ◄► to select the Music Style you wish to load.
The YES message next to it starts flashing.
(5) Press the YES/+ button to load the selected file.
Note: Press NO/– if you do not want to load the selected file after all.

If you pressed YES/+, the display now shows the message "Loading". Once the data have been loaded, the "Complete" message briefly appears.
(6) Press another "big" button in the DATA ENTRY section to leave this function.
Note: See also "Possible error messages" (p. 48).

Saving files to disk

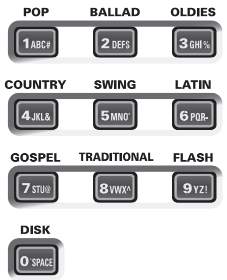
The E-200 provides the following Save functions:

SAVE Upr: Use this function to save the contents of the internal User Program memories (all 10 of them) to a floppy disk.

Note: The User Program set data also contain the TONE button assignments (page 28).

SAVE Sng: This allows you to save the song in the USERSONG memory to a floppy disk. A song saved to disk becomes a Standard MIDI File.

(1) Insert a disk into the drive.
Every floppy contains a square tab that allows you to "close" a little window. With the tab in that position, you can save data to the disk. Do not forget to write-enable the disk by closing this little window prior to inserting the floppy disk.
(2) Press DISK and use SELECT ◄► to select "SAVE Upr" or "SAVE Sng".
(3) If necessary, use the SELECT ◄► buttons to move the cursor to another character position (that character flashes).
Note: Each time you press another numeric button (for entering characters), the cursor advances automatically to the next position.
(4) Use the numeric buttons to assign a character to that position.



The available characters are as shown above.
(5) Repeat steps (3) and (4) to assign the desired characters to the remaining positions.
Though you could save the file with the current default name ("SONG_001", or "USPR_000"), a proper name will help you identify the file at all times. We therefore suggest you take the time to specify a meaningful name.

Note: If you select "SPACE" (0 button), the display will insert a "_". That's because MS-DOS® does not allow you to use spaces.

(6) After entering the name, press the YES/+ button to save the data to floppy disk.
The display now looks as follows:

71 Saving

At the end of the saving operation, the display briefly shows the "Complete" message.
Note: If the message "Protect" appears, you forgot to switch off the disk's Write protection. Press the EJECT button of the disk drive, remove the floppy and close the tab, insert the disk again and press YES/+.
Note: Press NO/– if you do not want to save the selected file after all.

(7) Press another "big" button in the DATA ENTRY section to leave this function.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
Protect	See above.
Disk Full	The remaining disk capacity does not allow to save your data to this disk.
NoFormat	The floppy disk is either not formatted or uses a format the E-200 doesn't recognize. Press YES/+ to format it now (*careful*: this will erase all data on disk).
Disk Err	The disk is probably damaged and cannot be used.
OverWrt?	The name you assigned to the data already exists on the floppy disk you inserted. If you press YES/+ to continue, the file on disk will be overwritten (and the corresponding data will be erased). Either insert another floppy disk, or press DISK and enter another name for the data you want to save.

Deleting files on disk

The Delete functions allow you to erase files from the inserted floppy disk. This may be necessary to make room for new files (e.g. when the “Disk Full” message appears). Be careful, though, to only delete files you are absolutely (positively) sure you will never need again. Once a file has been deleted, it is gone forever.

Note: As a rule, you should first make a backup copy of your disk on your computer. After all, files really only become indispensable once they are no longer available…

DEL Upr: Use this function to delete a User Program Set from disk. Be aware that by doing so, you actually erase 10 User Program settings.

DEL Sng: This allows you to delete a song file on disk.

(1) Insert the disk with the file you want to delete into the drive.
(2) Press [DISK] to select the Disk mode.
(3) Use SELECT [◄][►] to select “DEL Upr” or “DEL Sng”.
(4) Use SELECT [◄][►] to select the file you wish to delete (example: “USPR_005”). The YES message starts flashing.
(5) Press the [YES/+] button.
To be on the safe side, the E-200 now asks you whether you really want to delete the file (“Sure?”).
(6) Press [YES/+] to delete the file, or [NO/–] to abort the operation.
If you pressed [YES/+], the display now shows the message “Deleting”. Once the data have been deleted, the “Complete” message briefly appears.
(7) Press another “big” button in the DATA ENTRY section to leave this function.

Possible error messages

No Disk	You forgot to insert a floppy disk into the drive.
Protect	You forgot to switch off the disk’s Write protection. Press the EJECT button of the disk drive, remove the floppy and close the tab, insert the disk again and press [YES/+].
NoFormat	The floppy disk is either not formatted or uses a format the E-200 doesn’t recognize. Press [YES/+] to format it now (*careful*: this will erase all data on disk).
Disk Err	The disk is probably damaged and cannot be used.
No Files	The disk contains no files of the selected type. Insert another disk.

Format

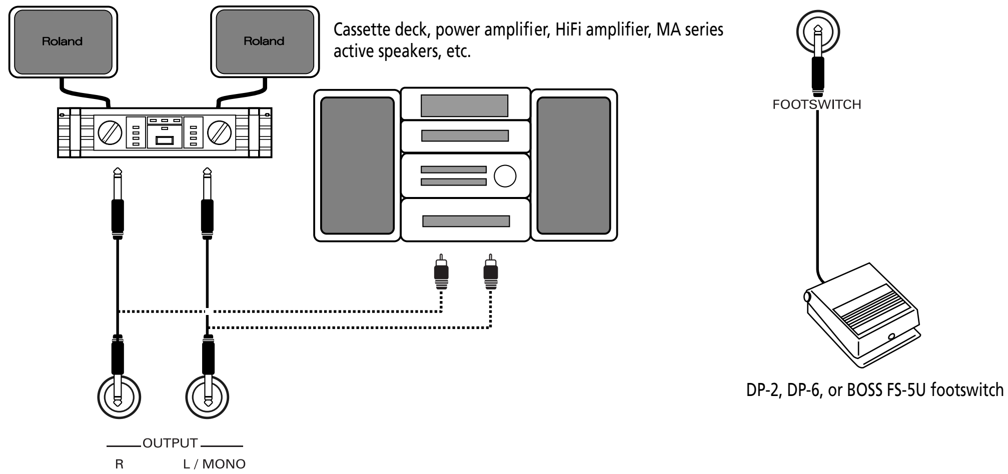
Before being able to save files to a disk, you need to prepare a floppy disk. This is called “formatting”. If the floppy you are about to use is IBM PC formatted, there is no need to format it, though disk access is faster with disks formatted on the E-200. Otherwise proceed as follows:

(1) Insert a disk into the drive.
Every floppy contains a square tab that allows you to “close” a little window. With the tab in that position, you can format the disk. Do not forget to write-enable the disk by closing this little window prior to inserting the floppy disk.
(2) Press [DISK] to select the Disk mode.
(3) Use FAMILY [◄][►] to select “FORMAT”. The “Sure?” message appears and the YES message starts flashing.
(4) Press [YES/+] to format the disk.
Note: If you do not want to format your floppy, press [NO/–].
Note: By formatting a disk, you **erase all files it contains**. It would be a good idea to first check what it contains (e.g. on your PC).

The value to the left of the “Formatng” message now counts from “1” to “100” while the disk icon flashes to indicate that the disk is being accessed. When the disk is formatted, the message “Complete” is briefly displayed.

15. Using the outputs and an optional footswitch

If you like, you can also record your performance (or a Recorder songs) to cassette, MD, etc. To this end, you need to connect the E-200/E-100's OUTPUT sockets to the external device's REC IN jacks.



Use a standard 1/4" phone cable for doing so. Another use for these outputs is to connect the E-200/E-100 to your HiFi or keyboard amplifier (such as the Roland KC-550/350/150). Using a HiFi amplifier requires the use of an adapter plug (phono/RCA→ 1/4" jack). If you like, you can also purchase two Roland PJ-1M cables.

Note: By connecting the OUTPUT jacks, you do not switch off the E-200/E-100's amplification system.

You can connect an optional DP-2, DP-6, or BOSS FS-5U foot switch to the FOOTSWITCH jack in order to hold the notes even after releasing the keys, or to perform other functions (see p. 38).

16. Miscellaneous

Functions for educational purposes

The E-200/E-100 provides two functions that may come in handy for music teachers or for those who use the E-200/E-100 in class:

Deactivating or activating the Demo function

The E-200/E-100's Demo function can be switched off so that pressing [USB]+[KEYBOARD TOUCH] will have no effect at all. This may be useful in situations where the E-200/E-100 is used in class. Here is how to deactivate the Demo function:

(1) Switch off the E-200/E-100.

(2) Hold down the [USB], [KEYBOARD TOUCH] and [ACOUSTIC] buttons while switching the E-200/E-100 back on again.

The display briefly shows "DISABLED".

This setting is remembered, so that next time you want to listen to a demo song, you have to repeat the above procedure.

Deactivating or activating the Arranger

Use the following procedure to ensure that the Arranger cannot be started or stopped:

(1) Switch off the E-200/E-100.

(2) Hold down the [ACOUSTIC] and [ARRANGER] buttons while you switch the E-200/E-100 back on again.

The display briefly shows "DISABLED". It is now impossible to start/stop the Arranger using the [START/STOP] button.

Repeat the above procedure when you want to use the Arranger again.

Deactivating or activating the Arranger and Demo functions

A third "educational" option is to switch off both the Demo and the Arranger functions in one go:

(1) Switch off the E-200/E-100.

(2) Hold down the [ACOUSTIC] and [START/STOP] buttons while you switch the E-200/E-100 back on again.

The display briefly shows "DISABLED". It is now impossible to start/stop the Arranger or demo song playback.

Repeat the above procedure when you want to use the Arranger and Demo function again.

Initializing your E-200/E-100 (Factory)

After working extensively with your E-200/E-100, you may want to recall the original factory settings. Note that **the Recorder song** *will be* **empty** *and that the* **User Programs contain factory settings** *after initializing your E-200/E-100.*

Here is how to initialize your E-200/E-100:

(1) Power off your E-200/E-100.

(2) Hold down the [USER PROGRAM/WRITE] button while turning your E-200/E-100 back on again.

The message "Factory" informs you that the E-200/E-100 has been initialized.

Note: This does not affect the data in the E-200/E-100's Flash memory. See page 40 for how to initialize that area.

17. Specifications

E-200/E-100 Intelligent Keyboard

Keyboard: 61 keys, velocity sensitive

Sound source: PCM samples

Max polyphony: 64 voices

Tones: 510 panel sounds + 542 XG compatible voices + 256 GM2 compatible sounds

Drum Kits: 20 Drum Kits, 11 XG-compatible Drum Kits + 9 GM2-compatible Drum Kits

Multitimbral parts: 19

Compatibility: GM2, GS, XG Lite

Display type: New large backlit custom display

Panel controls: VOLUME knob, ACCOMP/KEYBOARD BALANCE buttons, TEMPO/DATA buttons, BENDER/MODULATION lever, FAMILY buttons, SELECT buttons, 10 Style family buttons (plus numeric buttons [0]~[9]), 8 assignable TONE family buttons

Music Styles: 94 Styles in Flash memory (78 factory + 16 changeable)

One Touch: 2 x 78

Orchestrator: 3 levels: Drum&Bass, Combo, Full Band

Stylist: 5: Acoustic, Pop, Rock, Dance, World

Songs: Realtime SMF player

16-track Recorder: 4 easy modes (ALL, Keyboard, Single, Punch In/Out)

Song Stylist: 5: Acoustic, Pop, Rock, Dance, World

Flash Memory: For Music Styles and Songs

User Programs: 10

Effects: Reverb: 8 types, Chorus: 8 types, Multi-FX: 47 types

Data storage: E-200→ FDD 3.5" 2HD/2DD (Styles, Songs/SMF, User Programs)

E-100 & E-200→ File save & load from PC via USB (Style, Song)

Metronome: Time Signature setting (1/4, 2/4, 3/4, 4/4, 5/4, 6/4, 6/8, 9/8), Volume setting

Other functions: 2 easy modes: Piano, Arranger, Music Assistant: 106 settings, Split (2 Tones: Split [L] + Main [R]), Dual (2 Tones: Main + Dual), Melody Intelligence: 18 types, Octave (–4~4), Transpose (–12~12), V-Link

System updates: Yes

Connections: USB: file transfer, MIDI IN, OUT

Outputs: L/Mono, Right (1/4" phone jacks), Phones 1/2, DC IN (adapter)

Others: E-200→ Output Power: 10W+10W with "Digital Bass Enhancer", Stereo Speakers: x ø13cm, Bass Reflex

E-100→ Output Power: 5W+5W with "Digital Bass Enhancer", Stereo speakers: 2 x ø12cm

Power supply: 12V/3.5A (E-200), 12V/1A (E-100)

Dimensions: 1020 x 355 x 132 mm

Weight: 8kg (E-200), 7kg (E-100)

Supplied accessories: E-200→ Owner's Manual, PSB-4U adapter, music rest, USB cable

E-100→ Owner's Manual, ACO adapter, music rest, USB cable

Note: Specifications are subject to change without prior notice.

18. Lists

Tones selectable via the front panel

Tone no.	PC	CC32	CC00	Name	Family
1	1	2	8	StPiano1	PIANO
2	1	2	16	EuropnPf	PIANO
3	2	2	0	Piano 2	PIANO
4	4	2	0	Honkytnk	PIANO
5	5	2	0	E.Piano1	E.PIANO
6	5	2	8	StSoftEP	E.PIANO
7	5	2	47	DynoRhds	E.PIANO
8	5	2	48	Wurly	E.PIANO
9	6	2	10	EPLegend	E.PIANO
10	6	2	24	HardFMEP	E.PIANO
11	6	2	32	EP Phase	E.PIANO
12	7	2	24	Harpsi 2	KEYBOARD
13	7	2	16	StHarpsi	KEYBOARD
14	8	2	0	Clav.	KEYBOARD
15	8	2	8	CompClav	KEYBOARD
16	9	2	0	Celesta	CHR PERC
17	11	2	0	MusicBox	CHR PERC
18	12	2	0	Vibraphn	CHR PERC
19	13	2	0	Marimba	CHR PERC
20	14	2	0	Xylphone	CHR PERC
21	15	2	0	TublBell	CHR PERC
22	99	2	2	SftCryst	CHR PERC
23	99	2	4	LoudGlock	CHR PERC
24	99	2	16	ChrlBell	CHR PERC
25	113	2	0	TnklBell	CHR PERC
26	18	2	0	Organ 2	ORGAN
27	17	2	0	Organ 1	ORGAN
28	17	2	10	R&Borgan	ORGAN
29	17	2	34	CoolOrgn	ORGAN
30	17	2	16	60sOrgn1	ORGAN
31	17	2	24	ChseOrgn	ORGAN
32	18	2	9	PercOrg1	ORGAN
33	19	2	0	Organ 3	ORGAN
34	19	2	8	RotryOrg	ORGAN
35	19	2	16	RotryOrS	ORGAN
36	19	2	24	RotryOrF	ORGAN
37	20	2	0	ChrchOr1	ORGAN
38	20	2	8	ChrchOr2	ORGAN
39	20	2	24	OrgnFlte	ORGAN
40	20	2	32	TrmFlute	ORGAN
41	21	2	0	ReedOrgn	ORGAN
42	22	2	0	AccrdnFr	ACCORDN
43	22	2	8	AccrdnIt	ACCORDN
44	24	2	0	Bandneon	ACCORDN
45	23	2	0	Harmonic	ACCORDN
46	25	2	0	NylStrGt	GUITAR
47	25	2	24	VeloHrmx	GUITAR
48	26	2	9	Nyln+Stl	GUITAR
49	25	2	40	Reqnt Gt	GUITAR
50	25	2	49	FlmncoGt	GUITAR
51	26	2	0	StlStrGt	GUITAR
52	26	2	8	12-strGt	GUITAR
53	26	2	16	Mandolin	GUITAR
54	27	2	0	Jazz Gt.	E.GUITAR
55	27	2	8	PedalStl	E.GUITAR
56	28	2	1	CleanGt2	E.GUITAR
57	28	2	4	JCClnGt.	E.GUITAR
58	28	2	23	MidTneGT	E.GUITAR
59	29	2	0	Muted Gt	E.GUITAR
60	30	2	0	OvrdrvGt	E.GUITAR
61	31	2	0	Dist Gt	E.GUITAR
62	31	2	16	Power Gt	E.GUITAR
63	33	2	0	AcsticBs	BASS
64	33	2	1	Ac.Bass1	BASS
65	34	2	0	FingrdBs	BASS
66	34	2	2	JazzBass	BASS
67	34	2	3	FngrdBs3	BASS
68	35	2	0	PckdBass	BASS
69	36	2	0	FrtlssBs	BASS
70	37	2	0	SlpBass1	BASS
71	39	2	0	SynBass1	BASS
72	39	2	16	ResoSHBs	BASS
73	39	2	22	Sqr Bass	BASS
74	49	2	16	StStrngs	STRINGS
75	50	2	10	StSlwStr	STRINGS
76	50	2	8	LegtoStr	STRINGS
77	51	2	0	SynStrng	STRINGS
78	45	2	9	SuspnStr	STRINGS
79	46	2	0	PzzctStr	STRINGS
80	41	2	0	Violin	STRINGS
81	41	2	8	SlwVioln	STRINGS

Tone no.	PC	CC32	CC00	Name	Family
82	42	2	0	Viola	STRINGS
83	43	2	0	Cello	STRINGS
84	44	2	0	Contrbss	STRINGS
85	53	2	8	St.Choir	VOCAL
86	54	2	40	Humming	VOCAL
87	54	2	0	VoiceOoh	VOCAL
88	55	2	0	SynVox	VOCAL
89	86	2	0	Solo Vox	VOCAL
90	67	2	8	BlwTenor	SAX
91	67	2	7	BrthyTnr	SAX
92	65	2	0	SoprnSax	SAX
93	66	2	0	Alto Sax	SAX
94	67	2	0	TenorSax	SAX
95	68	2	0	BartnSax	SAX
96	74	2	48	FluteVib	WIND
97	73	2	0	Piccolo	WIND
98	69	2	0	Oboe	WIND
99	71	2	0	Bassoon	WIND
100	72	2	1	Clarinet	WIND
101	76	2	0	PanFlute	WIND
102	79	2	0	Whistle	WIND
103	57	2	0	Trumpet	AC BRASS
104	57	2	8	FlglHorn	AC BRASS
105	58	2	0	Trombone	AC BRASS
106	59	2	0	Tuba	AC BRASS
107	60	2	0	MtdTrump	AC BRASS
108	61	2	0	FrnchHrns	AC BRASS
109	62	2	0	Brass 1	AC BRASS
110	62	2	16	BrssFall	AC BRASS
111	62	2	24	TwnTrmpt	AC BRASS
112	62	2	26	TrombnSc	AC BRASS
113	63	2	0	SynBrss1	SYNBRASS
114	63	2	5	JmpBrass	SYNBRASS
115	63	2	16	OctSnBrs	SYNBRASS
116	64	2	17	VeloBrs2	SYNBRASS
117	82	2	4	Big Lead	SYN LEAD
118	81	2	0	Sqr Wave	SYN LEAD
119	81	2	3	MellowFM	SYN LEAD
120	81	2	4	CC Solo	SYN LEAD
121	81	2	17	260 Sync	SYN LEAD
122	82	2	0	Saw Wave	SYN LEAD
123	82	2	2	PulseSaw	SYN LEAD
124	82	2	6	GR-300	SYN LEAD
125	82	2	16	WaspySyn	SYN LEAD
126	82	2	46	SeqncdSw	SYN LEAD
127	83	2	0	SnCallpe	SYN LEAD
128	83	2	2	PurPanLd	SYN LEAD
129	85	2	0	Charang	SYN LEAD
130	85	2	1	WireLead	SYN LEAD
131	85	2	8	DistLead	SYN LEAD
132	91	2	0	Polysyn	POLY SYN
133	91	2	1	80sPlySn	POLY SYN
134	97	2	0	Ice Rain	POLY SYN
135	100	2	1	WarmAtms	POLY SYN
136	101	2	0	Brightns	POLY SYN
137	89	2	0	Fantasia	POLY SYN
138	89	2	1	Fantsia2	POLY SYN
139	90	2	0	Warm Pad	PAD
140	90	2	1	ThickPad	PAD
141	90	2	3	RotryStr	PAD
142	90	2	4	Soft Pad	PAD
143	92	2	0	SpcVoice	PAD
144	92	2	1	HeavenII	PAD
145	92	2	3	Itopia	PAD
146	94	2	1	Tine Pad	PAD
147	94	2	2	PannrPad	PAD
148	96	2	0	SweepPad	PAD
149	96	2	1	PolarPad	PAD
150	96	2	9	Shwimmer	PAD
151	98	2	0	Sndtrack	PAD
152	100	2	6	AmbntPad	PAD
153	102	2	1	Goblinsn	PAD
154	103	2	5	ResoPnnr	PAD
155	104	2	0	StarThme	PAD
156	16	2	0	Santur	ETHNIC
157	47	2	0	Harp	ETHNIC
158	76	2	8	Kawala	ETHNIC
159	78	2	0	Shakuhch	ETHNIC
160	105	2	0	Sitar	ETHNIC
161	106	2	0	Banjo	ETHNIC
162	106	2	8	Rabab	ETHNIC

Tone no.	PC	CC32	CC00	Name	Family
163	106	2	24	Oud	ETHNIC
164	107	2	0	Shamisen	ETHNIC
165	108	2	0	Koto	ETHNIC
166	108	2	16	Kanoon	ETHNIC
167	110	2	0	Bagpipe	ETHNIC
168	111	2	0	Fiddle	ETHNIC
169	112	2	1	Shanai 2	ETHNIC
170	48	2	0	Timpani	PRCSSION
171	115	2	0	StlDrums	PRCSSION
172	116	2	8	Castnets	PRCSSION
173	117	2	0	Taiko	PRCSSION
174	123	2	2	Thunder	SFX
175	123	2	3	Wind	SFX
176	124	2	0	Bird	SFX
177	124	2	2	HrseGllp	SFX
178	124	2	3	Bird 2	SFX
179	125	2	1	Telphn 2	SFX
180	126	2	0	Helicptr	SFX
181	126	2	1	CarEngne	SFX
182	126	2	3	Car-Pass	SFX
183	126	2	5	Siren	SFX
184	126	2	6	Train	SFX
185	127	2	0	Applause	SFX
186	127	2	1	Laughing	SFX
187	127	2	2	Screamng	SFX
188	128	2	3	Xplosion	SFX
189	1	2	0	Piano 1	OTHER
190	2	2	8	StPiano2	OTHER
191	3	2	0	Piano 3	OTHER
192	3	2	1	EG+Rhds1	OTHER
193	3	2	2	EG+Rhds2	OTHER
194	3	2	8	StPiano3	OTHER
195	4	2	8	OldUprgt	OTHER
196	5	2	16	FM+SA EP	OTHER
197	5	2	24	60sEPno	OTHER
198	5	2	25	HardRhds	OTHER
199	5	2	26	MllwRhds	OTHER
200	6	2	0	E.Piano2	OTHER
201	6	2	8	Dtnd EP2	OTHER
202	6	2	16	St.FM EP	OTHER
203	100	2	5	Nyln+Rhd	OTHER
204	7	2	0	Harpschr	OTHER
205	7	2	8	Cpld Hps	OTHER
206	8	2	39	PulsClav	OTHER
207	10	2	0	Glcknspl	OTHER
208	12	2	1	HardVibe	OTHER
209	12	2	8	StVibrap	OTHER
210	13	2	8	StMarimb	OTHER
211	13	2	16	Barafon	OTHER
212	13	2	17	Barafon2	OTHER
213	13	2	24	Log drum	OTHER
214	15	2	8	ChrchBll	OTHER
215	15	2	9	Carillon	OTHER
216	99	2	0	Crystal	OTHER
217	99	2	1	SynMallt	OTHER
218	99	2	3	RndGlock	OTHER
219	99	2	5	GlcknChm	OTHER
220	99	2	6	ClrBells	OTHER
221	99	2	7	XmasBell	OTHER
222	99	2	8	VbrBells	OTHER
223	99	2	9	DigiBell	OTHER
224	99	2	17	AirBells	OTHER
225	99	2	18	BellHarp	OTHER
226	99	2	19	Gamelimb	OTHER
227	17	2	1	Organ101	OTHER
228	17	2	7	Dtnd Or1	OTHER
229	17	2	8	TrmOrgan	OTHER
230	17	2	9	Organ109	OTHER
231	17	2	17	60sOrgn2	OTHER
232	17	2	18	60sOrgn3	OTHER
233	17	2	31	PopOrgan	OTHER
234	17	2	32	RockOrgn	OTHER
235	17	2	33	Even Bar	OTHER
236	17	2	40	OrganBss	OTHER
237	18	2	1	Organ201	OTHER
238	18	2	8	ChorsOr2	OTHER
239	18	2	10	Dtnd Or2	OTHER
240	18	2	32	PercOrg2	OTHER
241	20	2	16	ChrchOr3	OTHER
242	21	2	16	PuffOrgn	OTHER
243	23	2	1	Harmonc2	OTHER

Tone no.	PC	CC32	CC00	Name	Family
244	25	2	8	Ukulele	OTHER
245	25	2	16	NylonGto	OTHER
246	25	2	32	NylonGt2	OTHER
247	26	2	32	SteelGt2	OTHER
248	26	2	33	Stl+Body	OTHER
249	32	2	0	GtHrmncs	OTHER
250	32	2	16	AcGtHrmx	OTHER
251	100	2	0	Atmspher	OTHER
252	100	2	2	NylnHarp	OTHER
253	121	2	0	GtFrtNoz	OTHER
254	27	2	1	MellowGt	OTHER
255	27	2	2	JazzGt.2	OTHER
256	28	2	0	CleanGt.	OTHER
257	28	2	3	OpenHrd1	OTHER
258	28	2	8	ChorusGt	OTHER
259	28	2	48	CleanGt3	OTHER
260	29	2	1	Mt DstBs	OTHER
261	29	2	8	Funk Pop	OTHER
262	29	2	16	Funk Gt2	OTHER
263	29	2	24	Jazz Man	OTHER
264	30	2	4	Gt Pinch	OTHER
265	31	2	1	Dist.Gt2	OTHER
266	31	2	2	Dazed Gt	OTHER
267	31	2	8	Fdbck Gt	OTHER
268	31	2	9	FdbckGt2	OTHER
269	31	2	17	PowerGt2	OTHER
270	31	2	18	5th Dist	OTHER
271	31	2	24	RockRhyt	OTHER
272	31	2	25	RockRhy2	OTHER
273	31	2	26	DstRtmGT	OTHER
274	32	2	8	GtFdback	OTHER
275	121	2	1	GtCtNoiz	OTHER
276	121	2	3	GtCtNoz2	OTHER
277	121	2	4	DstCutNz	OTHER
278	121	2	6	PickScrp	OTHER
279	33	2	2	Ac.Bass2	OTHER
280	33	2	3	Ac.Bass3	OTHER
281	34	2	1	FngrdBs2	OTHER
282	34	2	4	FngrdBs4	OTHER
283	34	2	7	FingrSlp	OTHER
284	35	2	3	Pckd Bs2	OTHER
285	35	2	8	Mt PckBs	OTHER
286	36	2	1	FrtlsBs2	OTHER
287	36	2	2	FrtlsBs3	OTHER
288	36	2	3	FrtlsBs4	OTHER
289	36	2	4	SnFrtlss	OTHER
290	36	2	5	MrSmooth	OTHER
291	36	2	8	FrtlsBs5	OTHER
292	36	2	48	FtFrtlss	OTHER
293	37	2	8	ResoSlap	OTHER
294	38	2	0	SlpBass2	OTHER
295	39	2	1	SynBs101	OTHER
296	39	2	2	JunoBass	OTHER
297	39	2	3	106Bass	OTHER
298	39	2	8	AcidBass	OTHER
299	39	2	9	TB303Bss	OTHER
300	39	2	10	TeknBass	OTHER
301	39	2	19	ClaviBss	OTHER
302	39	2	20	Hammer	OTHER
303	39	2	21	JnglBass	OTHER
304	39	2	23	PopSynBs	OTHER
305	39	2	24	LghtSnBs	OTHER
306	39	2	25	FatTBBss	OTHER
307	40	2	0	SynBass2	OTHER
308	40	2	1	SynBs201	OTHER
309	40	2	2	Mod Bass	OTHER
310	40	2	3	Seq Bass	OTHER
311	40	2	8	BeefFMBs	OTHER
312	40	2	9	XWr Bass	OTHER
313	40	2	16	RubbrBss	OTHER
314	40	2	17	SH101Bs1	OTHER
315	40	2	18	SH101Bs2	OTHER
316	40	2	19	SmthBass	OTHER
317	40	2	20	MildBass	OTHER
318	40	2	21	DetunBss	OTHER
319	40	2	29	AttckPls	OTHER
320	121	2	2	Str Slap	OTHER
321	121	2	5	BassSld	OTHER
322	56	2	10	DoublHit	OTHER
323	41	2	1	Violin2	OTHER
324	41	2	9	SlVioln2	OTHER
325	42	2	1	Viola2	OTHER
326	43	2	1	Cello2	OTHER
327	45	2	0	Trem Str	OTHER
328	45	2	8	SlwTrmol	OTHER
329	49	2	0	Strings	OTHER
330	49	2	1	Strings2	OTHER
331	49	2	8	Orchstra	OTHER
332	49	2	9	Orchstr2	OTHER
333	49	2	10	TremOrch	OTHER
334	49	2	11	ChoirStr	OTHER
335	49	2	24	VeloStrn	OTHER
336	49	2	40	60String	OTHER
337	50	2	0	SlwStrng	OTHER
338	50	2	1	SlwStrn2	OTHER
339	50	2	9	WarmStrn	OTHER
340	51	2	1	OBStrngs	OTHER
341	51	2	2	SynStrn1	OTHER
342	51	2	8	70s Str1	OTHER
343	51	2	9	70s Str2	OTHER
344	52	2	0	SynStrn2	OTHER
345	52	2	1	SynStrn3	OTHER
346	56	2	0	Orch Hit	OTHER
347	56	2	1	Bass Hit	OTHER
348	56	2	2	6th Hit	OTHER
349	56	2	3	Euro Hit	OTHER
350	56	2	4	TechnHit	OTHER
351	56	2	8	ImpctHit	OTHER
352	56	2	9	PhllyHit	OTHER
353	56	2	16	LoFiRave	OTHER
354	53	2	0	ChoirAah	OTHER
355	53	2	9	MelloChr	OTHER
356	53	2	32	ChrAahs2	OTHER
357	55	2	8	SynVoice	OTHER
358	55	2	19	AnaVoice	OTHER
359	100	2	3	Harpvox	OTHER
360	100	2	4	HllwRels	OTHER
361	65	2	8	SoprSax2	OTHER
362	66	2	1	AltoSax2	OTHER
363	66	2	8	HyprAlto	OTHER
364	67	2	1	TenrSax2	OTHER
365	67	2	9	SprTenor	OTHER
366	70	2	0	EnglHorn	OTHER
367	72	2	0	JzClrint	OTHER
368	72	2	8	BsClarnt	OTHER
369	74	2	0	Flute	OTHER
370	75	2	0	Recorder	OTHER
371	77	2	0	BottlBlw	OTHER
372	80	2	0	Ocarina	OTHER
373	57	2	1	Trumpet2	OTHER
374	57	2	2	Trumpet3	OTHER
375	57	2	3	DrkTrmpt	OTHER
376	57	2	24	BrightTp	OTHER
377	57	2	25	Warm Tp.	OTHER
378	58	2	1	Trombne2	OTHER
379	58	2	2	Trombne3	OTHER
380	58	2	4	BrightTb	OTHER
381	59	2	1	Tuba 2	OTHER
382	60	2	2	MtTrmpt2	OTHER
383	61	2	1	Fr.Horn2	OTHER
384	61	2	8	FrHornSl	OTHER
385	61	2	16	HornOrch	OTHER
386	62	2	1	Brass 2	OTHER
387	62	2	8	Brass 3	OTHER
388	62	2	25	TwinBons	OTHER
389	62	2	27	TrmbnSc2	OTHER
390	63	2	1	PolyBrss	OTHER
391	63	2	3	SYBrass	OTHER
392	63	2	4	JunoBrss	OTHER
393	63	2	8	SynBrss3	OTHER
394	63	2	9	QuakBrss	OTHER
395	63	2	18	Octv Brs	OTHER
396	64	2	0	SynBrss2	OTHER
397	64	2	1	SoftBrss	OTHER
398	64	2	8	SynBrss4	OTHER
399	64	2	16	VeloBrs1	OTHER
400	81	2	1	Square	OTHER
401	81	2	2	HollwMin	OTHER
402	81	2	5	Shmoog	OTHER
403	81	2	6	LMSquare	OTHER
404	81	2	8	SineWave	OTHER
405	81	2	16	DistSqre	OTHER
406	82	2	1	P5 Saw	OTHER
407	82	2	3	FelineGR	OTHER
408	82	2	5	VeloLead	OTHER
409	82	2	7	LA Saw	OTHER
410	82	2	8	Dr. Solo	OTHER
411	82	2	9	SawWave2	OTHER
412	82	2	10	Saw	OTHER
413	82	2	36	NatrLead	OTHER
414	83	2	1	VentSyn	OTHER
415	84	2	0	ChiffrLd	OTHER
416	87	2	0	5thSawWv	OTHER
417	87	2	1	BigFives	OTHER
418	88	2	0	Bss&Lead	OTHER
419	88	2	1	Big&Raw	OTHER
420	88	2	2	Fat&Prky	OTHER
421	88	2	7	DlydLead	OTHER
422	97	2	1	HarmRain	OTHER
423	97	2	2	Africnwd	OTHER
424	97	2	8	ClaviPad	OTHER
425	98	2	8	Rave	OTHER
426	90	2	2	Horn Pad	OTHER
427	90	2	5	Sine Pad	OTHER
428	93	2	0	BowdGlss	OTHER
429	94	2	0	MetalPad	OTHER
430	95	2	0	Halo Pad	OTHER
431	96	2	8	Converge	OTHER
432	96	2	10	CelstlPd	OTHER
433	98	2	1	Ancestrl	OTHER
434	98	2	2	Prologue	OTHER
435	102	2	0	Goblin	OTHER
436	102	2	2	50sSciFi	OTHER
437	103	2	0	EchDrops	OTHER
438	103	2	1	EchoBell	OTHER
439	103	2	2	Echo Pan	OTHER
440	103	2	3	EchoPan2	OTHER
441	103	2	4	BigPannr	OTHER
442	103	2	6	WtrPiano	OTHER
443	104	2	1	StrThme2	OTHER
444	16	2	1	Santur 2	OTHER
445	16	2	8	Cimbalom	OTHER
446	47	2	24	Yang Qin	OTHER
447	105	2	1	Sitar 2	OTHER
448	105	2	2	DtnSitar	OTHER
449	105	2	8	Tambra	OTHER
450	105	2	16	Tamboura	OTHER
451	106	2	1	MtdBanjo	OTHER
452	106	2	16	Gopichnt	OTHER
453	107	2	1	Tsugaru	OTHER
454	108	2	8	TaishoKt	OTHER
455	109	2	0	Kalimba	OTHER
456	112	2	0	Shanai	OTHER
457	112	2	8	Pungi	OTHER
458	112	2	16	Hichriki	OTHER
459	113	2	8	Bonang	OTHER
460	113	2	9	Gender	OTHER
461	113	2	10	GamlnGng	OTHER
462	113	2	11	StGameln	OTHER
463	113	2	16	RAMACybl	OTHER
464	114	2	0	Agogo	OTHER
465	114	2	8	Atarigan	OTHER
466	116	2	0	Woodblck	OTHER
467	117	2	8	ConcrtBD	OTHER
468	117	2	9	CncrBDMt	OTHER
469	118	2	0	MeloTom1	OTHER
470	118	2	1	Real Tom	OTHER
471	118	2	8	MeloTom2	OTHER
472	118	2	9	Rock Tom	OTHER
473	119	2	0	SyntDrum	OTHER
474	119	2	8	808 Tom	OTHER
475	119	2	9	ElecPerc	OTHER
476	120	2	0	Rev Cym	OTHER
477	120	2	1	Rev Cym2	OTHER
478	120	2	8	Rev Snr1	OTHER
479	120	2	9	RevSnr 2	OTHER
480	120	2	16	RevKick1	OTHER
481	120	2	17	RevConBD	OTHER
482	120	2	24	RevTom 1	OTHER
483	120	2	25	RevTom 2	OTHER
484	122	2	0	BrtNoise	OTHER
485	122	2	1	FlKClick	OTHER
486	123	2	0	Seashore	OTHER
487	123	2	1	Rain	OTHER
488	123	2	4	Stream	OTHER
489	123	2	5	Bubble	OTHER
490	124	2	1	Dog	OTHER
491	124	2	4	Kitty	OTHER
492	124	2	5	Growl	OTHER
493	125	2	0	Telphn 1	OTHER
494	125	2	2	DoorCrk	OTHER
495	125	2	3	Door	OTHER
496	125	2	4	Scratch	OTHER
497	125	2	5	WndChims	OTHER
498	125	2	7	Scratch2	OTHER
499	126	2	2	Car-Stop	OTHER
500	126	2	4	CarCrash	OTHER
501	126	2	7	Jetplane	OTHER
502	126	2	8	Starship	OTHER
503	126	2	9	BurstNs	OTHER
504	127	2	3	Punch	OTHER
505	127	2	4	HeartBt	OTHER
506	127	2	5	Footstps	OTHER
507	127	2	6	Applaus2	OTHER
508	128	2	0	Gun Shot	OTHER
509	128	2	1	MachnGun	OTHER
510	128	2	2	Lasergun	OTHER

Tone no.	PC	CC32	CC00	Name	Family
511	1	2	0	STNDARD1	DRUMS
512	2	2	0	STNDARD2	DRUMS
513	9	2	0	ROOM	DRUMS
514	10	2	0	Hip Hop	DRUMS
515	11	2	0	Drum'Bss	DRUMS
516	12	2	0	TechHous	DRUMS
517	14	2	0	R&B	DRUMS
518	17	2	0	POWER	DRUMS
519	26	2	0	TR808909	DRUMS
520	27	2	0	DANCE	DRUMS
521	31	2	0	NewTR909	DRUMS
522	33	2	0	Jazz Kit	DRUMS
523	41	2	0	BRUSH	DRUMS
524	49	2	0	ORCHSTRA	DRUMS
525	50	2	0	ETHNIC	DRUMS
526	3	2	0	STNDARD3	DRUMS
527	25	2	0	ELECTRNC	DRUMS
528	34	2	0	JAZZ	DRUMS
529	51	2	0	KICK&SNR	DRUMS
530	57	2	0	SFX	DRUMS

(*) See below for details.

Drum Kits

		PC: 1 [CC32: 2] STANDRD 1	PC: 2 [CC32: 2] STANDRD 2	PC: 3 [CC32: 2] STANDARD 3	PC: 9 [CC32: 2] ROOM	PC: 10 [CC32: 2] HIP HOP	PC: 11 [CC32: 2] DRUM'BSS	PC: 12 [CC32: 2] TECHHOUS	PC: 14 [CC32: 2] R&B	PC: 17 [CC32: 2] POWER	PC: 25 [CC32: 2] ELECTRONIC
C–1	0	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	1	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	2	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	3	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	4	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	5	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	6	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	7	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	8	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	9	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	10	------------	------------	------------	------------	909 Kick 3	909 Kick 3	909 Kick 3	909 Kick	Kick 1	------------
	11	------------	------------	------------	------------	House Kick	House Kick	909 Kick2	House Kick	Kick 2	------------
C0	12	------------	------------	------------	------------	TR-808 Kick	909 Kick	TR-808 Kick	TR-808 Kick	------------	------------
	13	------------	------------	------------	------------	909 Kick	HipHop Kick	HipHop Kick	HipHop Kick	------------	------------
	14	------------	------------	------------	------------	909 Kick2	SimpleKick	SimpleKick	909 Kick2	------------	------------
	15	------------	------------	------------	------------	TR-909 OHHsh	TR-909 OHHsh	TR-909 OHHsh	R&B OHHsh	------------	------------
	16	------------	------------	------------	------------	TR-909 OHH	TR-909 OHH	TR-909 OHH	R&B OHH	------------	------------
	17	------------	------------	------------	------------	Ah	Ah	Ah	Ah	------------	------------
	18	------------	------------	------------	------------	Ha	Ha	Ha	Ha	------------	------------
	19	------------	------------	------------	------------	ShutHa	ShutHa	ShutHa	ShutHa	------------	------------
	20	------------	------------	------------	------------	ShutHi	ShutHi	ShutHi	ShutHi	------------	------------
	21	------------	------------	------------	------------	One	One	One	One	------------	------------
	22	------------	------------	------------	------------	Two	Two	Two	Two	------------	------------
	23	------------	------------	------------	------------	Three	Three	Three	Three	------------	------------
C1	24	------------	------------	------------	------------	Four	Four	Four	Four	------------	------------
	25	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll
	26	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Snap	Snap	Snap	Snap	Finger Snap	Finger Snap
	27	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q
	28	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap	Slap
	29	ScratchPush	ScratchPush	ScratchPush	ScratchPush	Scrtch Push2	Scrtch Push2	Scrtch Push2	Scrtch Push2	ScratchPush	Scrtch Push2
	30	ScratchPull	ScratchPull	ScratchPull	ScratchPull	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	ScratchPull	Scrtch Pull2
	31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
	32	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
	33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
	34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
	35	Kick 1	Std2 Kick2	Std.1 Kick2	Room Kick 2	HipHop Kick	TR-808 Kick	909 Kick	909 Kick 3	Power Kick2	Elec Kick 2
C2	36	Kick 2	Std.2 Kick1	Std.1 Kick1	Room Kick 1	SimpleKick	909 Kick2	House Kick	SimpleKick	Power Kick1	Elec Kick 1
	37	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick
	38	Snare 2	Std.2 Snare1	Std.1 Snare1	Room Snare 1	HipHop Snare	Jungle Snare	Techno Snare	R&B Snare	Dance Snare1	Elec. Snare
	39	909Clap	808clap	808clap	808clap	FunkClap	909Clap	909Clap	R&B Clap	808clap	808clap
	40	Snare 1	Std.2 Snare2	Std.1 Snare2	Room Snare 2	HipHopSnare2	Ps Snare	House Snare	909Snare2	Power Snare1	Elec Snare 2
	41	Real Tom 6	Real Tom 6	Real Tom 6	Room Tom 5	Real Tom 6	808 Tom 2	Synth Drum 2	Real Tom 6	Rock Tom 4	Synth Drum 2
	42	Close HiHat	Jazz Clsd.HH	Close HiHat	Room Chh	HipHopCHH	R&B CHH	TR-909 CHH	R&B CHH	Room Chh	Jazz Clsd.HH
	43	Real Tom 6	Real Tom 6	Real Tom 6	Room Tom 5	Real Tom 6	808 Tom 2	Synth Drum 2	Real Tom 6	Rock Tom 4	Synth Drum 2
	44	Pedal HiHat	Pedal HiHat	Pedal HiHat	Pedal HiHat	HipHopCHH	R&B CHH	TR-909 CHH	R&B CHH	Pedal HiHat	Pedal HiHat
	45	Real Tom 4	Real Tom 4	Real Tom 4	Room Tom 2	Real Tom 4	808 Tom 2	Synth Drum 2	Real Tom 4	Rock Tom 4	Synth Drum 2
	46	Open HiHat	Jazz Open HH	Open Hi Hat	R8 Ohh2	HipHopOHH	HipHopOHH	TR-909 OHH	R&B OHH	R8 Ohh2	Jazz Open HH
	47	Real Tom 4	Real Tom 4	Real Tom 4	Room Tom 2	Real Tom 4	808 Tom 2	Synth Drum 2	Real Tom 4	Rock Tom 4	Synth Drum 2
C3	48	Real Tom 1	Real Tom 1	Real Tom 1	Room Tom 2	Real Tom 1	808 Tom 2	Synth Drum 2	Real Tom 1	Rock Tom 1	Synth Drum 2
	49	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	909 Crash	909 Crash	909 Crash	Crash Cym.1	Crash Cym.1
	50	Real Tom 1	Real Tom 1	Real Tom 1	Room Tom 2	Real Tom 1	808 Tom 2	Synth Drum 2	Real Tom 1	Rock Tom 1	Synth Drum 2
	51	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
	52	China Cymbal	China Cymbal	China Cymbal	China Cymbal	ReverseCymbl	China Cymbal	ReverseCymbl	ReverseCymbl	China Cymbal	ReverseCymbl
	53	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
	54	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
	55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
	56	Cowbell	Cowbell	Cowbell	Cowbell	Cowbell	808cowbe	Cowbell	Cowbell	Cowbell	Cowbell
	57	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2
	58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
	59	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
C4	60	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High
	61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
	62	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	808 Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga
	63	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	808 Conga	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn
	64	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	808 Conga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn
	65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
	66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
	67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
	69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
	70	Maracas	Maracas	Maracas	Maracas	Maracas	808marac	Maracas	Maracas	Maracas	Maracas
	71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5	72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
	73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
	74	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
	75	Claves	Claves	Claves	Claves	Claves	808clave	Claves	Claves	Claves	Claves
	76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
	78	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Hoo	Mute Cuica	Hoo	Hoo	Mute Cuica	Mute Cuica
	79	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Hoo	Open Cuica	Hoo	Hoo	Open Cuica	Open Cuica
	80	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl
	81	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl
	82	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker
	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6	84	Bar Chimes	Bar Chimes	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
	85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
	86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
	87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
	88	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	89	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	90	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	91	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	92	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	93	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	94	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
	95	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------
C7	96	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------

		PC: 26 [CC32: 2] TR-808/909	PC: 27 [CC32: 2] DANCE	PC: 31 [CC32: 2] New TR-909	PC: 33 [CC32: 2] Jazz Kit	PC: 34 [CC32: 2] JAZZ	PC: 41 [CC32: 2] BRUSH	PC: 49 [CC32: 2] ORCHESTRA	PC: 50 [CC32: 2] ETHNIC	PC: 51 [CC32: 2] KICK & SNARE	PC: 57 [CC32: 2] SFX
C–1	0	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	1	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	2	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	3	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	4	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	5	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	6	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	7	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	8	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	9	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	10	-----------	-----------	909 Kick 3	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	11	-----------	-----------	House Kick	-----------	-----------	-----------	-----------	-----------	-----------	-----------
C0	12	-----------	-----------	TR-808 Kick	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	13	-----------	-----------	HipHop Kick	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	14	-----------	-----------	SimpleKick	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	15	-----------	-----------	TR-909 OHHsh	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	16	-----------	-----------	TR-909 OHH	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	17	-----------	-----------	Ah	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	18	-----------	-----------	Ha	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	19	-----------	-----------	ShutHa	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	20	-----------	-----------	ShutHi	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	21	-----------	-----------	One	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	22	-----------	-----------	Two	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	23	-----------	-----------	Three	-----------	-----------	-----------	-----------	-----------	-----------	-----------
C1	24	-----------	-----------	Four	-----------	-----------	-----------	-----------	-----------	-----------	-----------
	25	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Snare Roll	Finger Snap	-----------	-----------
	26	Finger Snap	Finger Snap	Snap	Finger Snap	Finger Snap	Finger Snap	Finger Snap	Tambourine	-----------	-----------
	27	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q	Jazz Clsd.HH	Castanets	-----------	-----------
	28	Slap	Slap	Slap	Slap	Slap	Slap	Pedal HiHat	Crash Cym.1	-----------	-----------
	29	Scrtch Push2	Scrtch Push2	Scrtch Push2	ScratchPush	ScratchPush	ScratchPush	Jazz Open HH	Snare Roll	-----------	-----------
	30	Scrtch Pull2	Scrtch Pull2	Scrtch Pull2	ScratchPull	ScratchPull	ScratchPull	Ride Cymbal	Concert Snr	-----------	-----------
	31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks	Concert Cym.	-----------	Scrtch Push2
	32	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	Concert BD	-----------	Scrtch Pull2
	33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Jingle Bell	-----------	Gt.CutNoise2
	34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Bell Tree	-----------	Gt.CutNoise2
	35	TR-909 Kick	Dance Kick 2	909 Kick	Jazz Kick 2	Jazz Kick 2	Jazz Kick 2	Jazz Kick 1	Bar Chimes	-----------	Dist.CutNoiz
C2	36	TR-808 Kick	Elec Kick 2	909 Kick2	Jazz Kick 1	Jazz Kick 1	Jazz Kick 1	Concert BD	Wadaiko	-----------	Dist.CutNoiz
	37	808 Rimshot	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Side Stick	Wadaiko Rim	-----------	Bass Slide
	38	808 Snare 1	Power Snare2	909 Snare	Jazz Snare 1	Jazz Snare 1	Brush Swirl	Concert Snr	Shimedaiko	-----------	Pick Scrape
	39	808clap	808clap	909Clap	Hand clap2	Hand clap2	Brush Slap1	Castanets	Atarigane	-----------	High-Q
	40	909 Snare 1	Elec Snare 1	909Snare2	Jazz Snare	Jazz Snare 2	Brush Swirl	Concert Snr	Hyoushigi	Std.1 Kick1	Slap
	41	808 Tom 2	Synth Drum 2	808 Tom 2	Real Tom 6	Real Tom 6	Lite Tom 4	Timpani	Ohkawa	Std.1 Kick2	ScratchPush
	42	808__chh	CR-78 chh	TR-909 CHH	Jazz Clsd.HH	Jazz Clsd.HH	Brs Chh	Timpani	H kotsuzumi	Std.2 Kick1	ScratchPull
	43	808 Tom 2	Synth Drum 2	808 Tom 2	Real Tom 6	Real Tom 6	Lite Tom 4	Timpani	L Kotsuzumi	Std2 Kick2	Sticks
	44	808__chh	808__chh	TR-909 CHH	Jazz Pedl.HH	Pedal HiHat	Pedal HiHat	Timpani	Ban_Gu	Kick 1	SquareClick
	45	808 Tom 2	Synth Drum 2	808 Tom 2	Real Tom 4	Real Tom 4	Lite Tom 4	Timpani	Big Gong	Kick 2	Mtrnm.Click
	46	808__ohh	CR-78 ohh	TR-909 OHH	Jazz Open HH	Jazz Open HH	Brush Ohh	Timpani	Small Gong	Soft Kick	Mtrnm. Bell
	47	808 Tom 2	Synth Drum 2	808 Tom 2	Real Tom 4	Real Tom 4	Lite Tom 4	Timpani	Bend Gong	Jazz Kick 1	Gt.FretNoise
C3	48	808 Tom 2	Synth Drum 2	808 Tom 2	Real Tom 1	Real Tom 1	Lite Tom 4	Timpani	RAMA Cymbal	Jazz Kick 2	Gt.Cut Noise
	49	808 Crash	Crash Cym.1	909 Crash	Crash Cym.1	Crash Cym.1	Brush Crash	Timpani	RAMA Cymbal	Concert BD	Gt.Cut Noise
	50	808 Tom 2	Synth Drum 2	808 Tom 2	Real Tom 1	Real Tom 1	Lite Tom 4	Timpani	Gamelan Gong	Room Kick 1	String Slap
	51	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Brush Ride	Timpani	Udo_Short	Room Kick 2	Fl.KeyClick
	52	China Cymbal	ReverseCymbl	China Cymbal	China Cymbal	China Cymbal	China Cymbal	Timpani	Udo_Long	Power Kick1	Laughing
	53	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Brush RideBL	Timpani	Udo_slap	Power Kick2	Screaming
	54	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Bendir	Elec Kick 2	Punch
	55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Req_Dum	Elec Kick 1	Heart Beat
	56	808cowbe	Cowbell	808cowbe	Cowbell	Cowbell	Cowbell	Cowbell	Req_tik	Elec. Kick	Footsteps
	57	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Con.Cymbal2	Tabla_Te	TR-808 Kick	Footsteps
	58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Tabla_Na	TR-909 Kick	Applause
	59	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Concert Cym.	Tabla_Tun	Dance Kick 2	DoorCreaking
C4	60	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Tabla_Ge	Std.1 Snare1	Door
	61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Tabla Ge Hi	Std.1 Snare2	Scratch
	62	808 Conga	Mute H.Conga	808 Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	Talking Drum	Std.2 Snare1	Wind Chimes
	63	808 Conga	Conga Hi Opn	808 Conga	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Bend tlk_drm	Std.2 Snare2	Car-Engine
	64	808 Conga	Conga Lo Opn	808 Conga	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Caxixi	Tight Snare	Car-Stop
	65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	DJembe	Concert Snr	Car-Pass
	66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Djembe_rim	Jazz Snare 1	Car-Crash
	67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Low Timbale	Jazz Snare 2	Siren
	68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo	Timbl Paila	Room Snare 1	Train
	69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	High Timbale	Room Snare 2	Jetplane
	70	808marac	Maracas	808marac	Maracas	Maracas	Maracas	Maracas	Cowbell	Dance Snare1	Helicopter
	71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	Bongo High	Power Snare1	Starship
C5	72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	Bongo Lo	Rev.Snare	Gun Shot
	73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Mute H.Conga	Power Snare2	Machine Gun
	74	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Conga Hi Opn	Elec Snare 1	Lasergun
	75	808clave	Claves	808clave	Claves	Claves	Claves	Claves	Conga MtLow	Dance Snare2	Explosion
	76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Conga Slap	Elec Snare 2	Dog
	77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Conga Lo Opn	House Snare	Horse-Gallop
	78	Mute Cuica	Hoo	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Conga Slide	Elec. Snare	Bird
	79	Open Cuica	Hoo	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Mut Pandiero	Elec Snare 3	Rain
	80	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Mute Triangl	Opn Pandiero	808 Snare 1	Thunder
	81	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Triangl	Open Surdo	808 Snare 2	Wind
	82	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker	Mute Surdo	909 Snare 1	Seashore
	83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Tamborim	909 Snare 2	Stream
C6	84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Agogo	Brush Swirl	Bubble
	85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets	Agogo	Brush Tap	Kitty
	86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Shaker	Brush Slap1	Bird 2
	87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Low Whistle	Brush Slap2	Growl
	88	-----------	-----------	-----------	-----------	-----------	-----------	Applause	Low Whistle	Brush Slap	Applause 2
	89	-----------	-----------	-----------	-----------	-----------	-----------	-----------	Mute Cuica	Brush Swirl	Telephone 1
	90	-----------	-----------	-----------	-----------	-----------	-----------	-----------	Open Cuica	Brush Swirl	Telephone 2
	91	-----------	-----------	-----------	-----------	-----------	-----------	-----------	Mute Triangl	Long Swirl	-----------
	92	-----------	-----------	-----------	-----------	-----------	-----------	-----------	Open Triangl	-----------	-----------
	93	-----------	-----------	-----------	-----------	-----------	-----------	-----------	Short Guiro	-----------	-----------
	94	-----------	-----------	-----------	-----------	-----------	-----------	-----------	Long Guiro	-----------	-----------
	95	-----------	-----------	-----------	-----------	-----------	-----------	-----------	Cabasa Up	-----------	-----------
C7	96	-----------	-----------	-----------	-----------	-----------	-----------	-----------	Cabasa Down	-----------	-----------

Octave	Key	PC: 50 [CC32: 2] ETHNIC
(C7)	(96)	(Cabasa Down)
	97	Claves
	98	Woodblock
	99	Woodblock
	100	-----------
	101	-----------
	102	-----------
	103	-----------
	104	-----------
	105	-----------
	106	-----------
	107	-----------
C8	108	-----------
	109	-----------
	110	-----------
	111	-----------
	112	-----------
	113	-----------
	114	-----------
	115	-----------
	116	-----------
	117	-----------
	118	-----------
	119	-----------
C9	120	-----------
	121	-----------
	122	-----------
	123	-----------
	124	-----------
	125	-----------
	126	-----------
G9	127	-----------

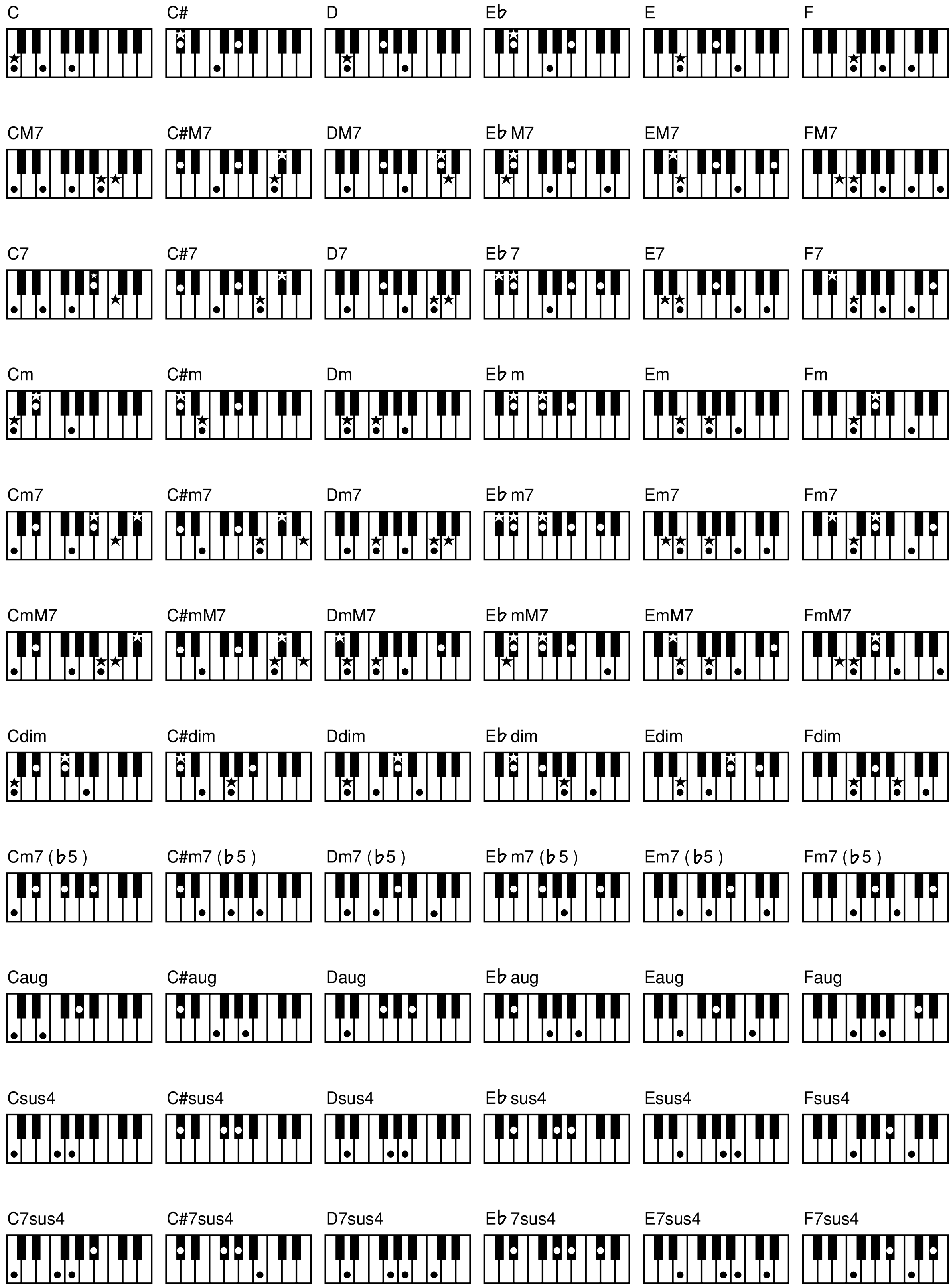
Music Styles

No.	Name	Tempo	Time sign.
POP:			
01	BigHouse	130	4 / 4
02	EuroDnce	138	4 / 4
03	90sHouse	132	4 / 4
04	70sDisco *	126	4 / 4
05	70sDance	108	4 / 4
06	Twostep *	130	4 / 4
07	ElecRock *	124	4 / 4
08	Rock	120	4 / 4
09	Stivie P	116	4 / 4
10	Hip'nHop *	102	4 / 4
11	Cool Rap	94	4 / 4
12	PianoRap *	94	4 / 4
13	UsGroove	96	4 / 4
14	Groovy P	100	4 / 4
15	SunnyPop	104	4 / 4
16	FeelGood	98	4 / 4
17	NightPop	78	4 / 4
18	80s Pop	101	4 / 4
19	Cute Pop	108	4 / 4
BALLAD:			
20	PianoBal	56	4 / 4
21	ClassBal	62	4 / 4
22	StoryBal	70	4 / 4
23	SteadyRk	73	4 / 4
24	WayURPop	75	4 / 4
25	HappyBal	78	4 / 4
26	SimpleBl	80	4 / 4
27	MorninBl	84	4 / 4
28	90s Pop	88	4 / 4
29	PoppinBl	92	4 / 4
30	6_8Balld	93	6 / 8
31	Ballad	75	4 / 4
OLDIES:			
32	LoveSong	51	4 / 4
33	Cool 6_8	96	6 / 8
34	SlowDanc	80	4 / 4
35	60s Feel	88	4 / 4
36	EarlyRck	110	4 / 4
37	60sBeach	115	4 / 4
38	MerseyBt	130	4 / 4
39	50sDance	138	4 / 4
40	Twistin	162	4 / 4
41	Rockin'	185	4 / 4
COUNTRY:			
42	Slow Old	64	4 / 4
43	EZ Cntry	73	4 / 4
44	CntryBld	82	4 / 4
45	CntryPop	105	4 / 4
46	NewCntry	113	4 / 4
SWING:			
47	JzBallad	70	4 / 4
48	BgBndBld	82	4 / 4
49	OrgSwing	109	4 / 4
50	30BigBnd *	120	4 / 4
51	BigBand *	144	4 / 4
52	Jazz Club	150	4 / 4
53	Boogie	150	4 / 4

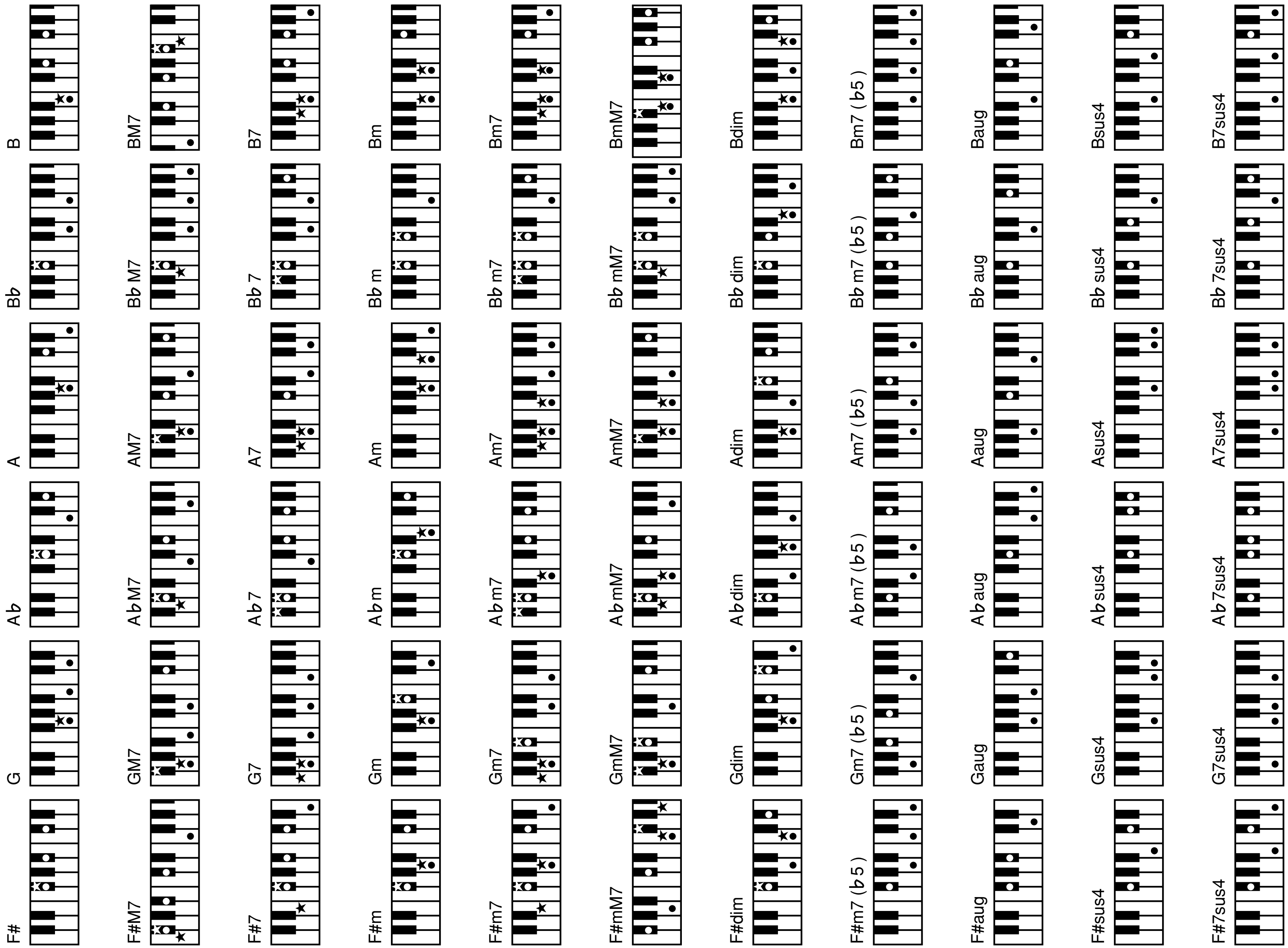
No.	Name	Tempo	Time sign.
LATIN:			
54	LuvBossa	136	4 / 4
55	MidBossa	150	4 / 4
56	UpBossa	168	4 / 4
57	LatinPop	92	4 / 4
58	BigSamba	116	4 / 4
59	ChaCha *	130	4 / 4
60	Mambo *	102	4 / 4
61	Salsa	100	4 / 4
62	Merengue	124	4 / 4
63	Tango	120	4 / 4
GOSPEL:			
64	Gospel	60	6 / 8
65	SoftGosp	65	4 / 4
66	GosplBld	128	6 / 4
67	GosplPop	143	4 / 4
68	GspShout	150	4 / 4
TRADITIONAL:			
69	Holiday1	115	4 / 4
70	Holiday2	100	3 / 4
71	Holiday3	120	4 / 4
72	Kids	120	4 / 4
73	PolkaPop *	127	4 / 4
74	Foxtrot	185	4 / 4
75	SwingFox	192	4 / 4
76	Hawaiian	109	4 / 4
77	EngWltz	91	3 / 4
78	W'Waltz	180	3 / 4
FLASH:			
101	Ireland	125	3 / 4
102	Irish	131	4 / 4
103	Tejano	109	4 / 4
104	USBallad	88	4 / 4
105	Blues	61	4 / 4
106	R&B	105	4 / 4
107	March4/4	125	4 / 4
108	Polka	130	4 / 4
109	Country	130	4 / 4
110	JazzWltz	100	3 / 4
111	Musette	175	3 / 4
112	Charlest	205	4 / 4
113	Rhumba	100	4 / 4
114	Beguine	110	4 / 4
115	SlWaltz	90	3 / 4
116	PDoble	122	4 / 4

(*) The marked Styles have two intros of different lengths. You can select these by pressing [COMBO] (shorter version) or [FULL BAND] (longer version).

Chord Intelligence ("Md1" setting)



★= Keys you need to press to hear this chord.
●= Constituent notes of this chord.



★= Keys you need to press to hear this chord.
●= Constituent notes of this chord.

MIDI Implementation Chart

[Intelligent Keyboard] Date: November 2003
Model: E-200/E-100 Version: 1.01

	Function...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed		1~16 1~16, Off	1~16 1~16, Off	32 Parts 2 Logical Parts
Mode	Default Message Altered		Mode 3 Mode 3, 4 (M=1) *****	Mode 3 Mode 3, 4 (M=1)	*2
Note Number	True Voice		0~127 *****	0~127 0~127	
Velocity	Note ON Note OFF		O X	O X	
After Touch	Key's Ch's		X X	O O	
Pitch Bend			O *1	O *1	
Control Change		0,32	O *1	O *1	Bank Select
		1	O *1	O *1	Modulation
		5	O	O	Portamento Time
		6, 38	O	O	Data Entry
		7	O	O	Volume
		10	O	O	Panpot
		11	O	O	Expression
		22, 23, 24, 25	O	X	V-Link control
		64	O	O	Hold 1
		65	X	O	Portamento
		66	O	O	Sostenuto
		67	O	O	Soft
		84	O	O	Portamento Control
		91	O	O (Reverb)	Effect 1 Depth
		93	O	O (Chorus)	Effect 3 Depth
		98, 99	O	O	NRPN LSB, MSB
		100, 101	O	O	RPN LSB, MSB
Program Change	True #		O *1 *****	O *1 0~127	Program Number 1~128
System Exclusive			O	O	
System Common	Song Position Pointer Song Sel Tune		O *1 X X	O *1 X X	
System Real Time	Clock Commands		O *1 O *1	O O	
Aux Messages	All Sounds Off Reset All Controllers Local On/Off All Notes Off Active Sense Reset		X X O *1 X O X	O (120, 126, 127) O (121) O O (123-125) O X	
Notes			*1 O X is selectable *2 Recognized as M=1 even if M≠1		

Mode 1: OMNI ON, POLY Mode 2: OMNI ON, MONO O: Yes
Mode 3: OMNI OFF, POLY Mode 4: OMNI OFF, MONO X: No

Information

When you need repair service, call your nearest Roland Service Center or authorized Roland distributor in your country as shown below.

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As of November 1, 2003 (Roland)